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issue ten august '96

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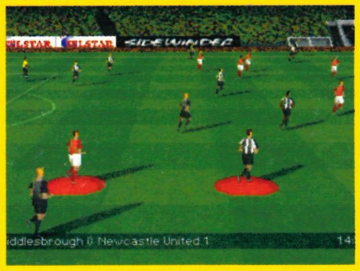

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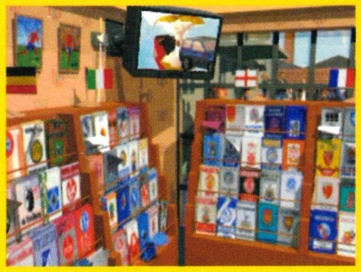

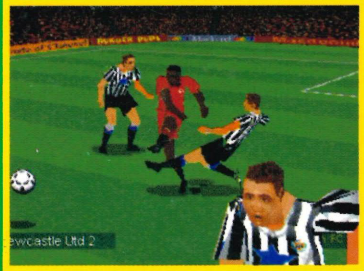

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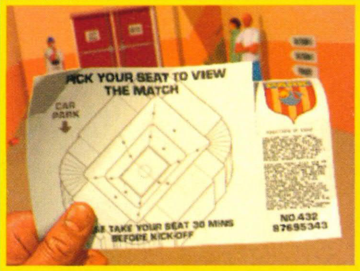

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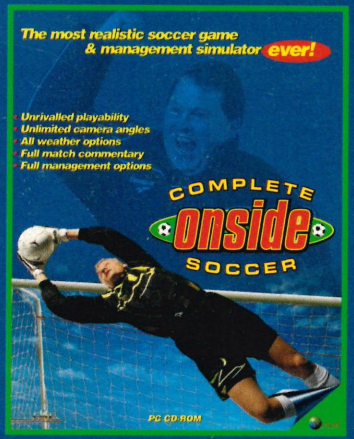
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TOMB RAIDER

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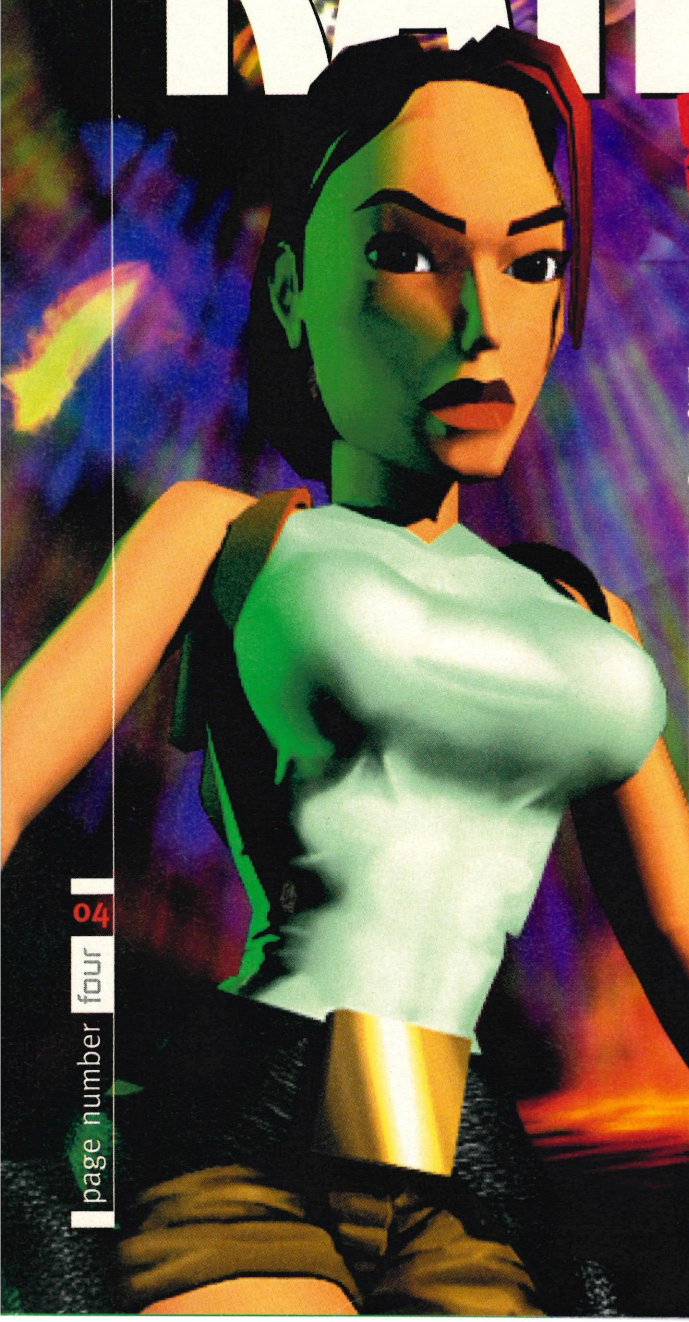
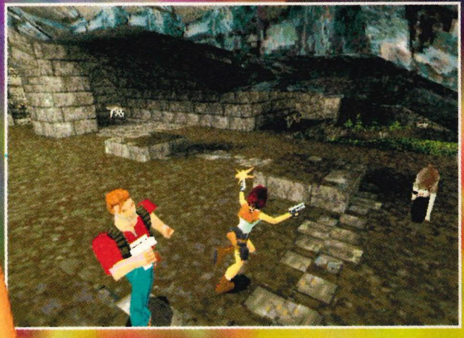
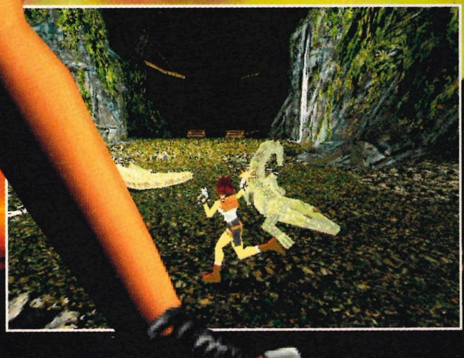


32 *Resident Evil* cowers at the feet of Core's *Tomb Raider*, because it's quite simply the most exciting new PlayStation game around at the moment – and it's British made too! Check out our exclusive look at this hot cookie!





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To celebrate their impending game, Complete Davis Cup Tennis, Telstar are giving you a free sweet. The game will be reviewed next issue.

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CUP
TENNIS

THE REGULARS...

PLAYSTATION WIRED

06 We cast a topical eye over the very latest news stories breaking on Planet PlayStation. Brand new games you've never heard of, secret sequels, new peripherals – the bloomin' lot!

WALL OF GAME

49 A selection of ultra-useful cheats and tactics for you to pull out of the mag and stick on the wall until wretched. This month: *Tekken 2*.

STATION MASTER

72 Handy guides to EA's sci-fi epic, *Fade to Black* and Capcom's magnificent, *Resident Evil*. Maps, cheats, tips and your gaming queries answered.

FADE TO BLACK GUIDE 74
RESIDENT EVIL GUIDE 76

SUBSCRIPTIONS

52 If you like what you see (and who can blame you?) then why not save yourself an absolute fortune on the cover price (plus the effort to go down to the shops and buy a copy) by subscribing to the UK's best selling unofficial PlayStation magazine.

ARENA

92 Oi, PLAY – sort it ahhhht! Yep this is the letters section, where you get the chance to voice your opinions on the magazine, the Sony PlayStation – in fact anything you want really.

PLAYBACK

94 Want to know the games that PLAY really rates? Then you'd better turn to Playback, where we've rated the ten best games in each genre. Sports, shoot-'em-ups, racing games – they're all there in this handy buyers' guide.

COFFEE & CROISSANTS WITH...

96 More rye chat with an industry somebody in the confines of somewhere vaguely amusing. This month we talk to Frederick Raynall and Oliver Lhermite who are currently working on *Time Commando*.

inside
PLAY
issue ten
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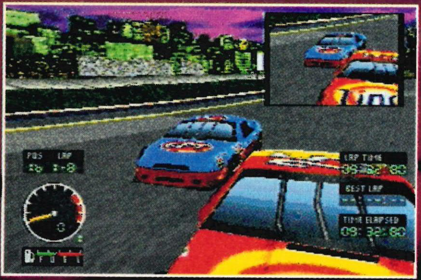

ANDRETTI RACING '97

38 Electronic Arts' answer to the current racing car boom, *Andretti Racing* has the famous name, but does it deliver the same performance as the great man himself? We went to the Le Mans 24 hour race to find out...

RESIDENT EVIL 2!

06 We've spoken to the developers and it's on the way. Read all about the special new features and exactly what the game will contain.

WIN!

A Sony projection system worth £1,200 on page 16. Who needs a TV when you can play PSX games on the wall!

WIN!

Tickets to the McDonalds athletics games plus multi-taps and joypads on page 26!

TUNNEL B1

40 At last the review! Does it live up to the hype? Can it compete with *Wipeout 2097*?

CRASH BANDICOOT

THE BIG GAME

20 He's a marsupial, he's sort of cool, but surely all furry mascots deserve to have their heads caved in with hammers. What do you think?

WORKSTATIONS

Your first look at the latest games still in development. If it's behind closed doors, we're the ones with the battering ram!

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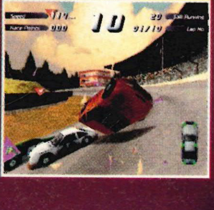

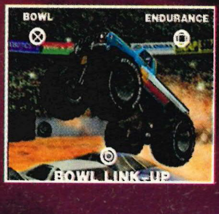

WIRED UP

A short preview look at the hottest games before the full review next issue. Space is tight, so only the most exciting prevail.

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The very latest official and import games are reviewed here by the experts – no other magazine gives you this many reviews per issue.

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PLAYSTAT
wire

THE QUALITY of PlayStation games constantly surprises me, usually for the worse. Like many of you (32% according to our survey) I upgraded from a Super NES, but I also have a PC, and being in this 'crazy' industry I know a thing or two about what makes a good game.

Time and time again though, PlayStation games have proved disappointing. Each month PLAY reviews over ten games, and after four months as editor, I still only ever turn to two or three of them when I fancy a bash on my PSX, and one of them is *Bust-A-Move 2*, which is hardly cutting edge.

This issue though, my faith has been restored by *Tomb Raider* from Core, a game I believe deserves to be a massive because it feels like a true next generation game. Core is a highly professional company, but one that hasn't lost sight of innovation or clever ideas and it's great to see such a personal game as *TR* make it to the big leagues. You can read all about *Tomb Raider* on page 32. It will impress you.

The Nintendo 64 came this month on import and I'm here to tell you that yes, *Mario 64* is brilliant, but everything else is cack (in an amazing-to-look-at-but-ultimately-shallow sort of way). And what's more, the cheapest you can pick it up for is £500. Don't expect it into the UK until mid next year.

With the likes of *Resident Evil 2*, *Dark Forces*, *Formula 1* and *Crash Bandicoot* on the horizon for PlayStation, plus rumours of budget software in the pipeline, the PlayStation is finally shaping up to be everything Sony promised at its launch. It's taken a while, but it has been worth the wait.

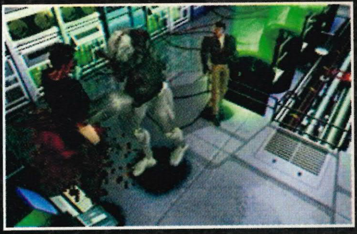
Enjoy the mag!

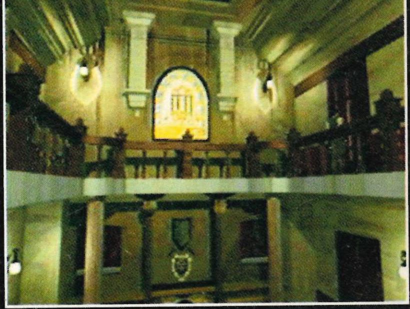
Damian Butt
Editor

news • snippets • rumours • h

RESIDENT EVIL RETURNS IN '97!

HOT NEWS from Capcom Japan is that *Resident Evil 2* will be coming to a PlayStation near you next spring and it promises to be twice as fast and at least twice as big! A spokesperson for Capcom related the news to a gob-smacked PLAY correspondent during a conversion about their new release, *Darkstalkers* (reviewed on page 64). *RE2* will use the same basic game engine, plus some of the original characters, but it was stressed that there will be up to eight new people to control, each with different abilities. That's twice as many as in the first game. While the storyline is kept a deep secret, it is known that the game will still feature the zombies from the first adventure, but the developers are working on some end of level bosses who are big enough to fill up to six screens. *RE2* will be far more Americanised than its predecessor, so that means more corny acting and John Wayne swaggering, but the good news is that Capcom haven't wimped out where the gore is concerned – there's gallons of the stuff. Capcom are determined to make the first game seem like a Sunday picnic. More news and pics soon, stay tuned.





WHAT'S NEW?

- Bigger levels (at least twice as big as the first game).
- More characters (up to eight, all controllable and featuring different abilities).
- Enough weapons to grace an Arnie movie. Double-barrelled shotguns, Desert Eagle pistol, Uzi 9mm, crossbow, hand grenades – you name it, you can use it to kill the undead!
- Many different locations. Capcom feel that lots of creepy missions based on a recurring theme, such as chasing a vampire or serial killer, will add more to the gameplay and be significantly different from the first game.

WHAT'S NOT?

- Tons of blood.
- Wooden dialogue from the Roger Moore school of acting.
- Zombies.
- Corny endings, anti-climaxes.

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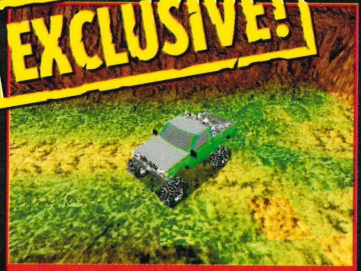
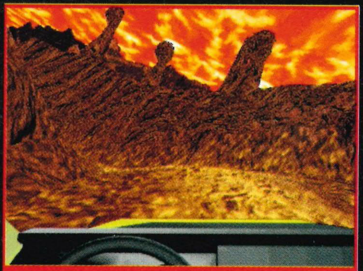
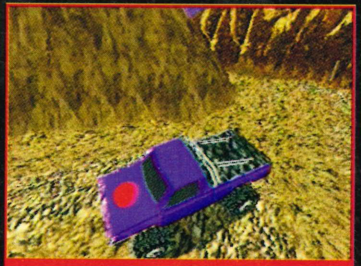


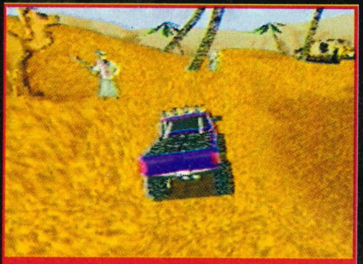
[Above] The textures are highly detailed; creating the perfect off-road environment.



[Above] The in-car view is more difficult to control because of the rough terrain.

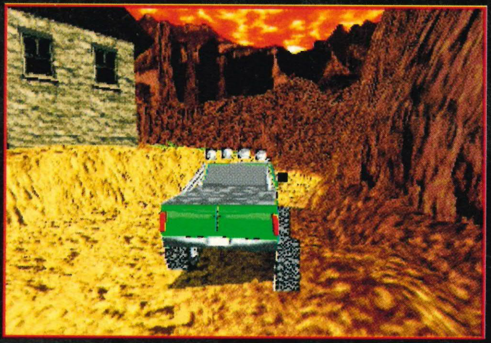


[Above] Gremlin say that it should be possible to flip the trucks over. Oh yes!



[Above] This is the desert section, complete with palm trees, camels, and Arab shakes.

GEARS 'N' GUTS 4X4



A SNEAK PREVIEW OF GREMLIN'S SENSATIONAL OFF-ROADER!

OFF-ROADING has never been much fun in this country. You manage to get your hulking 4x4 out of the garage and onto a slightly muddy field before engaging the low ratio gears and then some git in a tractor tells you to "Gerrof me laaaand" because it's illegal to leave the road except at designated lanes. Where's the fun in that? Surely the idea is to boot down some old granny's picket fence, trample countless rabbits under your chunky Michelins, and then climb into the back of your Frontera/Fourtrak/Maverick/whatever and indulge in some under-the-stars how's yer father? Well now Gremlin are giving you the chance to do all that (apart from the last bit anyway) on the PlayStation with their brand new off-road racing game, *Gears 'N' Guts 4x4*.

This game features six individual 4x4 off-road vehicles to choose from (although we've only yet seen an American pick-up affair), semi automatic gears, realistic physics, six courses, three modes of play (championship, time trial, practice) and best of all a rocking two player head-to-head link up option (no split screen option though – bah!).

Driving skills are tested to the limit in *Gears 'N' Guts 4x4* because you have to be able to negotiate mountain ranges, twisty lanes, as well as traditional tracks and roads, and each vehicle is rated in eight different areas such as traction and turning circle, in order for you to pick the best one for the job.

The link up aspect of the game is quite unique because there's a co-operative aspect where you must help each other out to win the race as well as the more usual competitive mode. And yes, you can turn each other over and smash each other off of cliffs.

Gears 'N' Guts 4x4 is going up against *Monster Trucks* by Psygnosis and both are set for a late year release. From what we've seen, *Gears 'N' Guts 4x4* has the edge in the open ground, thanks to a rock solid 3-D engine and texture maps that don't warp as you get close to them, but *MT* has the advanced presentation of the *Destruction Derby 2* game engine, and the stadium antics involving crushing cars is nothing short of fantastic, particularly the lens flare effect when you drive into the beam of the floodlights.

Gears 'N' Guts 4x4 looks to be one of the surprise hits of the year and we'll have more news of this stunning title in a couple of months. Thanks to Gremlin for this sneak preview.

NOZIN' AROUND

NOZIN' AROUND

RUMOURS WE can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

Novalogic could well enter the PlayStation gaming scene with 32-bit conversions of their PC fodder, *Comanche 3*, *Armoured Fist 2* and *F22*. It is understood that the company are also looking at Nintendo 64, but with a far greater installed base, the PlayStation seems more likely.

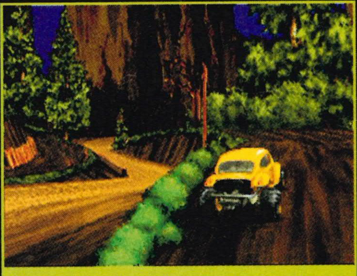
Apparently, the team who are currently working on the Lemmings platform game are also developing a new secret racing game for Psygnosis, code-named *Accelerator*. We know it is a pure car racer, as opposed to the cartoon action of *DD2* and *Monster Trucks*. It might even use the *Formula 1* game engine...

Pretty obvious one this, Core Design WILL be doing a sequel to *Tomb Raider* (featured this issue on page 32) if it is successful, which it will be, and they are also currently working a new secret beat-'em-up which is not *Ninja*. Expect it in mid '97.

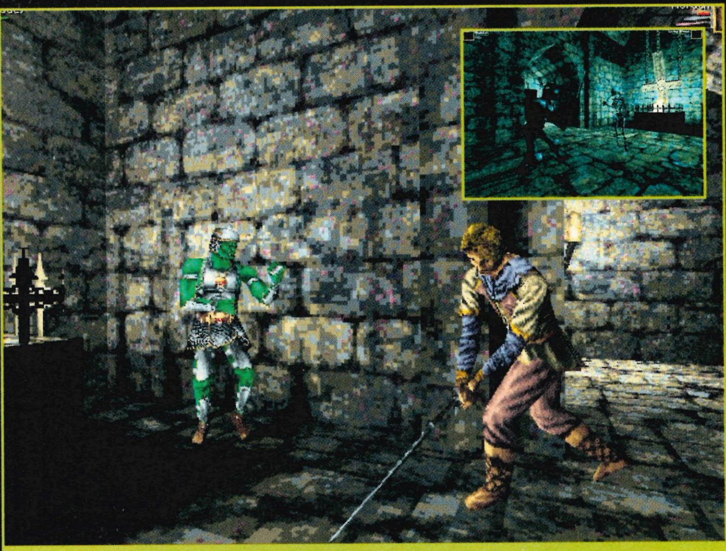
Sony Japan has just unveiled a range of budget software consisting of all the old titles that were used to promote the console during its launch in late 1994. The games we know are *Ridge Racer*, *Ace Combat* and *King's Field II*, and although these are a bit cruddy by today's standards, an equivalent price of £19.99 can't be bad, especially if the budget range is adopted over here. Sadly our contact at Sony UK responded with a brusque "Japan only matey, no relevance to the UK. Sorry." Can we believe his cheeky grin and boyish face, or is he just covering up yet another huge Sony secret? After all, that's what he said about the price cut. Nod's as good as a wink to a blink bat an' all that.

WHO WILL BAG SCAVENGER?

COME ON stop mucking about, who is going to publish Scavenger in the UK? We know that GT are handling the PC side of things, but there are some top PlayStation games, such as *Tarantula*, *Into the Shadows*, *Scorcher*, and *Mudkicker* just around the corner. We know these games are being converted to the PlayStation and we want to see them now. Someone better get their finger out...



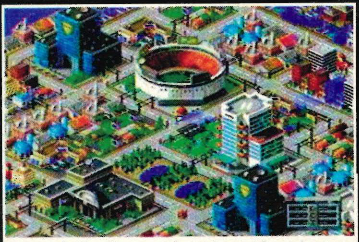
[ABOVE] *Mudkicker* is Scavenger's off-road driving game and it looks promising.



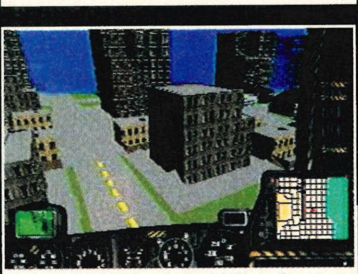
[ABOVE] *Into the Shadows* is a fabulous looking dungeon exploration/RPG for the PC, but there's still no word on who will publish the PSX version in the UK. [INSET] Behold, the PlayStation version.

SIM CITY 2000

"CREATE and rule the city of your dreams." That's the PR spiel for Maxis's first PlayStation game, *Sim City 2000*, a conversion of the PC hit, which became a way of life. Metropolis building has never been such fun, as you slowly create your skyline from a vast library of different structures, adding water services and a travel network, and making sure that it's all populated with the 'right sort' of people. It's one of the best games every devised and it's coming to the PlayStation in September.



[ABOVE] *Sim City 2000* is an isometric god game with you creating the perfect metropolis.



[ABOVE] The highly advanced PSX version allows you to fly or drive around your city.

INTERNATIONAL PLAY BOYS

WHO TO CONTACT AT PLAY MAGAZINE...

DAMIAN BUTT

Damian is the editor and is therefore responsible for everything that goes into the mag. Send your letters/complaints to **gecko@paragon.co.uk**, or just mark your letters for his attention.

IAN LYNCH

Ian is the deputy editor which means he does all the work while Damian swans off to parties/launches/orgies etc. Ian is also your point of contact for competition winners and CVs (if you want to try and join the team). **ianl@paragon.co.uk.**

ASAM AHMAD

Games, games and more games. Asam is your man if you want to know what's coming out and when, or especially a technical query. Send your letters to him now. Or e-mail **caveman@paragon.co.uk.**

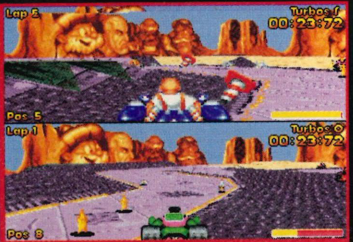
MATT YEO

Matt is the undisputed king of *Tekken 2*, in fact a master of all beat-'em-ups really. There is no better gamesplayer and Matt is a vital member of the (game)PLAY team. Contact Matt for tips and gaming advice. E-mail **myeo@paragon.co.uk.**

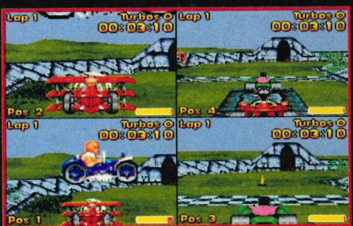
8-PLAYER RACING WITH UBISOFT

BALLS OUT cartoon racing games seem to be en vogue at the moment, what with *Supersonic Racers* and *Micro Machines 3D* on the way. But French company, UbiSoft are determined to be the top of the heap. *Street Racer* originally came out on the Super NES a couple of years ago and now this go-kart style racer is set for a PlayStation release in September and it features up to eight player split screen races. As you can see, the two and four player modes are frantic enough, but just look at the eight player mode – now that's insane! What size TVs do UbiSoft think we all own – 50" projection ones?!

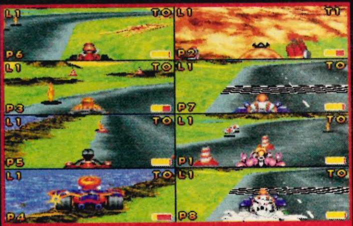
Street Racer is basically a lightning fast cartoon racing game which features eight different characters, each with their own cars, strengths, weaknesses, and bizarre special moves. The WW1 pilot for example, can transform his red sports car into a Fokker tri-plane at the touch of a button, and then fly over parts of the track. PLAY will delve deeper next issue. Join us for the full road test.



[ABOVE] *Street Racer* is the closest thing to *Super Mario Kart* on PSX. In two player...



[ABOVE] ...four player split screen mode (note the guy in red turning into a tri-plane)...



[ABOVE] and the totally mad eight player simultaneous mode. What are UbiSoft on?

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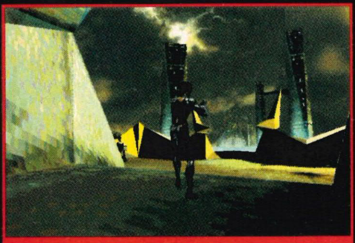
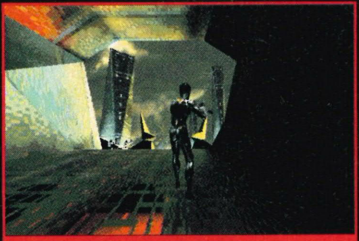
MURDER DEATH KILL

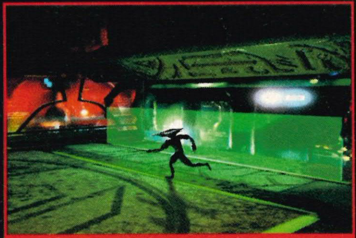
STOP PRESS! We have heard that the PlayStation rights to Dave Perry's much-touted new PC title, *Murder, Death, Kill* (*MDK*) have been snapped up by Interplay. It's scheduled for a December release and we'll have more news next issue.



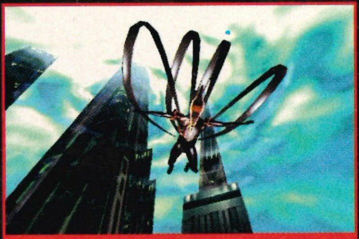
[ABOVE] *MDK* from Shiny Entertainment is just a lush graphical showpiece on PC at the moment but hopes are high because of Shiny's heritage.



[ABOVE] Apparently the plot is all about dark streams found in space which turn out to be intergalactic highways for millions of evil beings.



[ABOVE] The evil ones then enslave Earth and it's up to you, Kurt, to save the day.



[ABOVE] *MDK* features rendered backgrounds, but the jury is so far out on the gameplay.

THOSE RELEASE DATES IN FULL

OBVIOUSLY these dates were supplied to us in good faith and are correct at time of print.

AUGUST

Actua Golf (Gremlin)
Aquanaught's Holiday (Sony)
A-Train (Sony)
Complete Davis Cup Tennis (Telstar)
Darkstalkers (Capcom/VIE)
Galaxian 3 (Sony)
Pro Pinball (Empire)
Resident Evil (Capcom/ VIE)
Toshinden 2 (Sony)

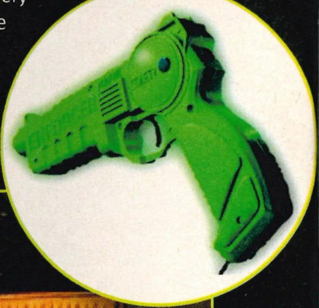
1P
800
TOP
16000
PRESS START
Demitri
L.Raptor
Special
Special

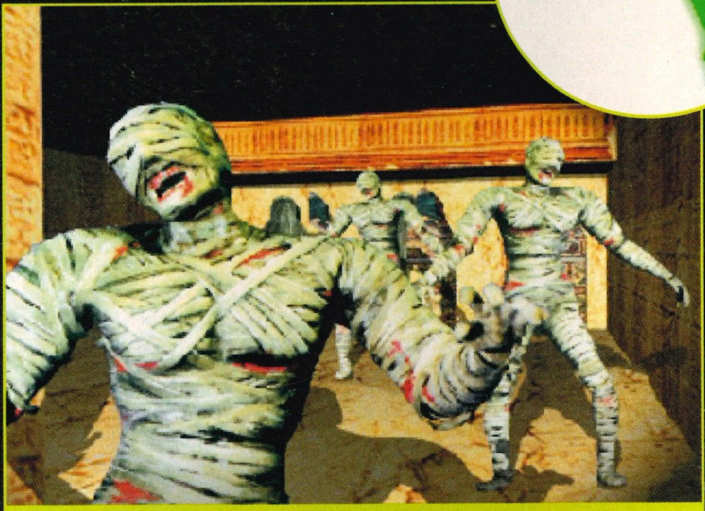
AND THE SLIPPERS...

GAME (PUBLISHER)	**WAS**	**NOW**
Bust-A-Move II (Acclaim)	June	September
Onside (Telstar)	June	September
Steel Harbinger (Mindscape)	August	September
V Tennis (Acclaim)	July	November

CRYPT KILLER ON PSX WILL USE ENFORCER GUN

MUMMY! Quite literally. When you're buying the weekly shopping, isn't it always the case that just as you reach the only free checkout in the whole supermarket, a slavering horde of the undead suddenly attack you and try to eat your brain matter? Well Konami now have the answer because they are launching *Crypt Killer* for the PlayStation in November. A conversion of their pump-action monster mashing coin-op, *Crypt Killer* is yer basic walking around various levels blasting everything that moves with a rather nifty cordless shotgun. All very well in the arcades, but how"s that going to translate onto a joypad? Well you needn't worry, because Konami have thought of that too, and are releasing a PSX version of the Enforcer light gun used previously in *Lethal Enforcers* on Super NES and Mega Drive. Endless fun guaranteed.

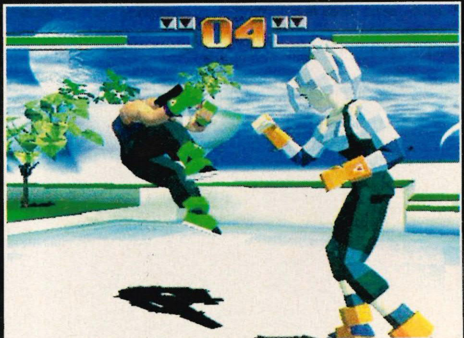




[ABOVE] *Crypt Killer* from Konami will be the second game (after *Gun Law*) to take advantage of their Enforcer light gun for PlayStation. Based on the coin-op, it's a frantic undead shoot-'em-up.

TOBAL, OR NOT TOBAL?

SQUARE CO LTD who used to produce some of the best Role playing games around, are now branching into new game genres with their forthcoming autumn release of *Tobal No 1*. Set on the planet Tobal at some time in the future, the ruling king holds regular fighting tournaments appropriately named Tobal Number One. These decide who is the strongest person alive on *Tobal*. This one-on-one fighting game is said to use revolutionary graphics, detailed fighters and full 360° movement. Special light sourcing effects will be included to add more depth to the characters and to the backgrounds of each fight arena. The US version will be bundled with a demo of Square's *Final Fantasy VII*. More news on this one when we get it.



[ABOVE] Sony will be publishing *Tobal No 1*, a surprise beat-'em-up from the RPG masters. Blocky and primitive looking though.

NAMCO NEW 'UNS

FANS OF CLASSIC coin-ops will be delighted to hear that *Xevious 3D/G* is PlayStation bound. Just released in the Japanese arcades, this continuation of the popular shoot-'em-up series features morphing polygon enemies and a gorgeous rendered intro. In related news, Japanese gamers can also look forward to *Namco Museum Volume 4* in the near future. The contents of this fourth disc are still under wraps at the moment but PLAY can confirm that both *Ordyne* (a hyper-cute shooter) and *Assault* (an addictive tank sim) are both confirmed.

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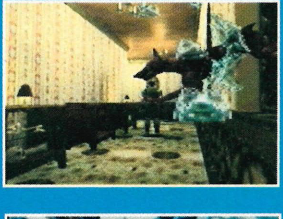
EXCLUSIVE!

PLAY RECOMMENDS...

RESIDENT EVIL (95%)
It doesn't get much better than this. *Resident Evil* is the perfect blend of the finest horror beans. The graphics are top notch, sound is dark and eerie, and you get to crush zombies' heads. What more could you ask for?



BUST-A-MOVE 2 (88%)
It is impossible to explain the sheer addictive qualities of this cutesy puzzle game carved in the *Tetris* mould. All you have to do is link up more than three bubbles to make them disappear, but the two player split screen mode is guaranteed to have you playing for eons.

ACTUA GOLF (88%)
The best golf game on the PlayStation par none (ho-ho)! Gremlin's slick portrayal of the bizarre trouser sport is almost without fault, simple to pick up and full of neat touches. Worth a look.

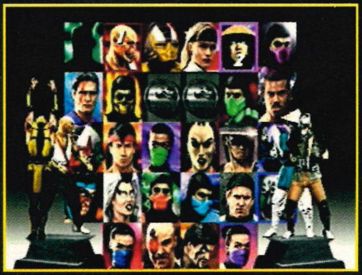
Pin 361 yds
Driver
Straight
Shot 1

MORTAL KOMBAT TRILOGY

WITH 3-D BEAT-'EM-UPS dominating the fighting game scene, where does that leave the humble 2-D brawler? Why, in Williams Entertainment's blood-soaked hands of course! Already pencilled in for a winter release, *Mortal Kombat Trilogy* is an exclusive PlayStation and N64 only title that aims to take one last stab at this fatality-filled series. *Mortal Kombat Trilogy* will feature 26 characters plucked from *MK*, *MKII*, *MK3* and *Ultimate MK3*, new playable fighters (Rain, Noob Saibot), every background ever seen, an 8 player tag-team mode, unique kombat kodes and, of course, tons of secrets. With *MK3* receiving a healthy 93% score in PLAY, it's a safe bet that this "best-of" compilation should be huge. Hopefully with Williams in the driving seat this time, as opposed to Sony's in-house development blokes, *Mortal Kombat Trilogy* should also feature reduced access times (a major complaint levelled at the original PlayStation game).

WINS: 00
91
WINS: 00
SCORPION
KABAL
2 HITS
26% DAMAGE

[ABOVE] **At last *Mortal Kombat* is being put to rest with *MK Trilogy* – every single character, special move, backgrounds and gory death move from every single *MK* game. For serious fans.**



WINS: 00
84
WINS: 00
BARAKA
MILEENA

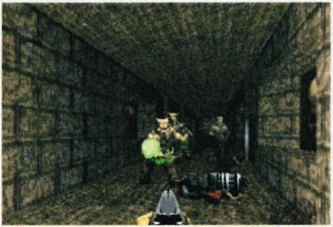
SONYA
SUB-ZERO

[ABOVE + ABOVE TOP] **Check out all those characters. *MK Trilogy* is the last of the series before the *War Gods* generation arrives.**

DOOM – FINALLY

BLOODTHIRSTY gamers wanting even more visceral action can snap up *Final Doom* from GT, a vastly improved version of the id classic, with more levels to challenge smart arses. Should be out in October.

[ABOVE & BELOW] ***Final Doom* from GT – bigger, more monsters – heaven for sadists.**

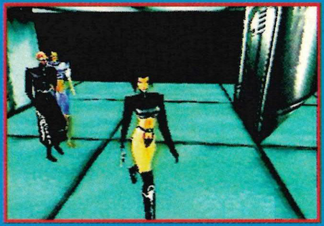


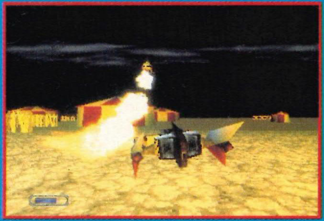
USA ★★★ ENTERTAINMENT

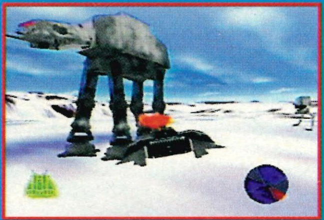
ENTERTAINMENT USA

ALL THE LATEST news from the land of lax gun laws from the pen of Cat Bucannon...

Crystal Dynamics has shocked the entire American gaming press with their latest PlayStation game, *Pandemonium.* A sumptuous 3-D third person arcade adventure game which looks similar to *Crash Bandicoot* by Sony and *Tomb Raider* by Core Design (which is also causing a stir over here). You control a jester character and although the plot and aim of the game is shrouded in secrecy, it's basically a platform game featuring loads of rendered meanies. The closest thing I can compare it with is *Mario 64* – it really is that good. I'm told that *Pandemonium* will be released by BMG in the UK, so look out for it 'cos it's a stunner. And remember, Crystal Dynamics also have *Blood Omen: Legacy of Kain* in development at the moment, and that's going to be an RPG fan's dream!







Viacom's *Aeon Flux* is an adventure game based on the MTV character/presenter. It's a third person game (oh no – they're becoming as popular as Doom-style games !) and although still in early development, it looks kinda cool, in a woman-in-charge sort of way. Viacom also have *MTV'S Slamscape* on the boil at the moment which is a full-on shoot-'em-up that utilises the full range of PlayStation graphical trickery.

Samurai Shodown III, the hot Neo Geo beat-'em-up is set to be converted to the PlayStation by the end of the year. The SNK game features many strange oriental characters as well as plenty of hack-and-slash weapons based combat. Fans of the series should also be on the lookout for the *Samurai Shodown RPG* which should be hitting import stores within the next month.

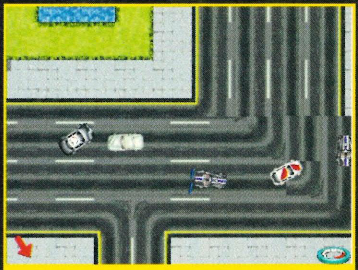
[ABOVE] Cat Bucannon will answer any questions you have... on games that is.

And finally, something that may shock you. The word on the street over here is that LucasArts' amazing *Star Wars* adventure, *Shadows of the Empire* may be coming to the PlayStation next year. Although it has been written specifically for the N64, an insider at LucasArts revealed that the game can still be converted. You heard it here first!

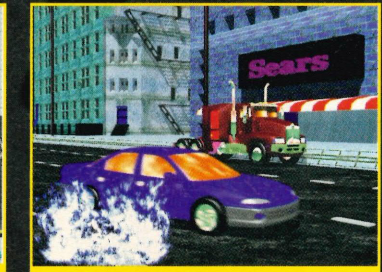
OI, THIEF – NO!

DUNDEE BASED DMA has been quiet since Lemmings haven't they? If you've wondered, as we have, what they've been doing with all that latent talent then prepare to be amazed. DMA's first PlayStation outing is to *Grand Theft Auto*, a rip-roaring Smokie and the Bandit-style car chase game to be published by BMG. The aim of the game is simple, whether you're playing as a cop or joyrider, you simply have to grab anything in sight that's on wheels and escape, be it an articulated lorry, sports car, bus or rubbish truck. The sole aim is to burn rubber – now that's a game and half!

GTA is viewed from above and most resembles the old coin-op, *APB*, or if you want to go back a bit further, *Miami Vice* on the Spectrum 48k. You can race along freeways, city streets, through shopping malls, down pavements – even crashing your vehicle doesn't mean it's game over, you just hail some poor schmuck and nick his car; simple really. You need never have to see a car salesman again. And if the police are on your tail? No problem, just cause a ten car pile-up and watch them drive right into it. *Grand Theft Auto* is a cracking idea for a game and we'll have a full Workstation on the game in the next couple of issues, in fact whenever DMA's back door gives way. *GTA* is scheduled for release in October.



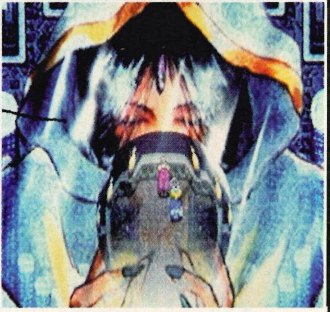
[ABOVE] Okay, so it doesn't look very good now, but these are early shots of *GTA* from DMA.



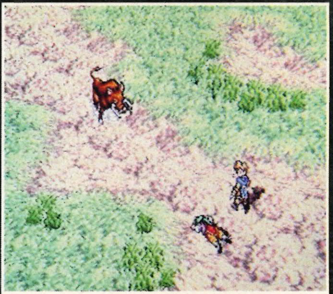
[ABOVE] A snazzy rendered intro from *GTA*. Nice car, wanna show me what it can do?

KONAMI RESURRECT RPGS

SUIKODEN is to become the PlayStation's first role playing game (RPG). Originally called *Genso Suikoden* in its native Japan, you play Genso, the son of a Red Moon Empire general, in command of a bunch of rebels committed to over-throwing the corrupt government of Barbarossa. Viewed from above, you must wander around the empire, recruiting like-minded warriors and equipping yourself for the coup d' état at the end of the game. As soon as you enter a battle situation, the perspective changes to an isometric view and you can command vast armies of troops using traditional and air attacks. In all there are 108 characters in *Suikoden* and the complex plot which has more twists than a Paul Verhoven movie is guaranteed to keep players engrossed for hundreds of hours. If you fancy a PlayStation game with a little more meat on its bones, *Suikoden* will be out in September and we'll have more on it soon.

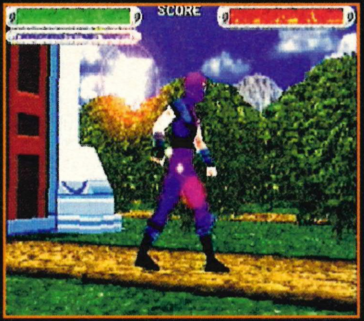


[ABOVE] *Suikoden* is set for a September release, but the Japanese translation is a nightmare!

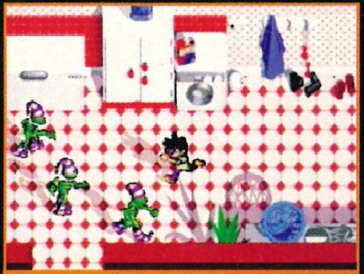


[ABOVE] When entering combat, the view switch to an isometric perspective. Cool.

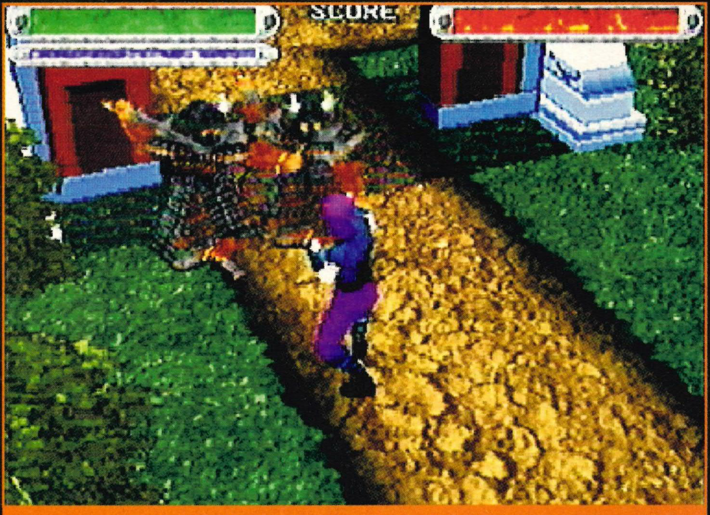
NINJA



CORE DESIGN has a bright future on PlayStation. First there's *Tomb Raider* (read about that on page 32), and then *Ninja*, a spectacular looking 3-D martial arts adventure/beat-'em-up that looks very much like the *Last Ninja* series created by System 3 in the late Eighties on home computers. Nothing is really known about *Ninja* other than the fact that a) it looks bloody good, and b) it will come out for either Xmas or early 1997. As you can see from the screenshots, *Ninja* looks like a cross between *Resident Evil* and *Tekken 2*, which can't be bad. More news and probably an extensive Workstation in a PLAY near you...



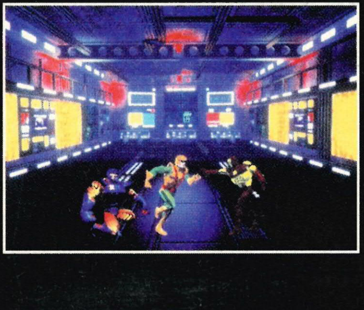
[ABOVE] *Swagman* is a cutesy Japanese style action game coming in October from Core.



[ABOVE + TOP] *Ninja* from Core looks to be an incredibly detailed and authentic looking game. In a world crammed with *Tekkens* and *Toshindens*, a beat-'em-up adventure is a refreshing change. Here, the title character attacks two guards single-handed. We want to see more of this game.

IRON BREWING

MARVEL COMICS' IRON MAN and XO Manowar from Acclaim Comics have joined forces to star in a huge, 30 level beat-'em-up called Iron *Man/X O Manowar: Heavy Metal* from Acclaim. The duo must battle against the forces of the evil Baron Zemo and Mistress Crescendo, two villains who have joined forces to bring anarchy to the universe. An action packed game that uses special lighting effects, rotating sprites and realistic characters, Iron Man and X O Manowar must face all kinds of comic book enemies and increase their own powers along the way. The game will tie in with the release of the Iron Man/X O Manowar comic books to be released in the summer, which will include hints and tips for the game.

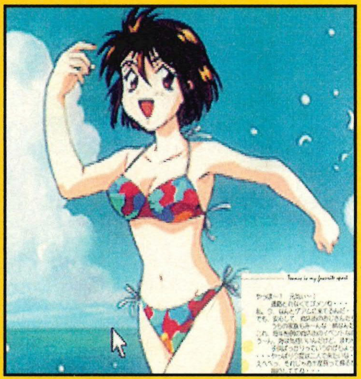


JAPS EYE

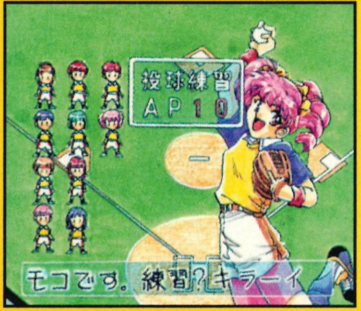
ALL THE LATEST NEWS from the land of the rising sun brought to you by Konishki San...

マ You may have heard of *Aquanaughts Holiday* from Sony, but here in Japan, Takara are just about to release ***Deep Sea Adventure***, a more complex, but ultimately Victorian looking bathysphere sim where the object is to wander around the ocean floor and find treasure buried in wrecks. Please stop making these games!

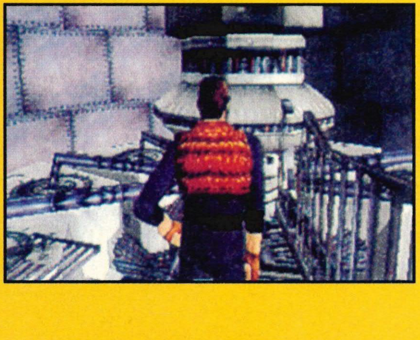
ヒ "Marriage is perhaps the most important event of our lives. Now with the new game, ***Marriage***, you can experience your future." Yep, and you thought *Graduation Day* was weird, what about ***Marriage***, quite literally a wedding simulator which places you in the shoes of a prospective bride in the run-up to the big day. Choose your dress, organise the catering, chat with your friends – all the fun of a major social event. My award for the most stupid idea for a game ever bar none. And it's out now – grab a copy before they all go – not!



ウ ***Doki Doki Pretty League*** is a Manga-style baseball game created entirely by women, for women, and starring women (well young nubile girls anyway!). It's the first game of its kind, although I have to say unless you really like baseball, and fancy seeing it being played by girls in tight shorts, it won't appeal, and there's absolutely no chance of a UK release.



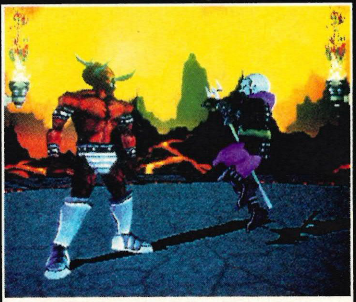
エ Fans of *Resident Evil* (and who isn't?) will rejoice in not one, but two similar games from the far east. The first is ***Overblood***, a futuristic adventure set on space station Alpha Centuria IV. The entire base has been overrun by a mysterious virus (sound familiar) and it's up to you (after waking up from hypersleep) to find the cause of the infection and stop it before it reaches Earth. The second 3-D adventure is ***Dracula Detective***, a vampire tale set on a huge luxury zeppelin. Both these games are in development in Japan at the moment and should see the light of day next month.



Contact The Video Game centre on 01202 527314 for all your importing needs.

THERE IS NO ESCAPE...

DUNGEONS & DRAGONS 2: *Iron and Blood* is being converted for the PlayStation, and it will incorporate new aspects and features that the dusty old board games could never have achieved. *Iron and Blood* is a 3-D fighting game that takes a medieval theme, and transports players to a realm of fantasy and magic spells. Expect to see the usual mystical monsters of wizards, goblins, elves and gargoyles, all presented in very fine, realistic graphics created from thousands of polygons. As characters win battles, they can win hit points and it's up to you to safeguard your characters. *Iron and Blood* will have more moves, more magic and more weapons than any other game in the Dungeons and Dragons series.



[ABOVE] ***Dungeons & Dragons*** **– not like the rubbish cartoon series at all.**

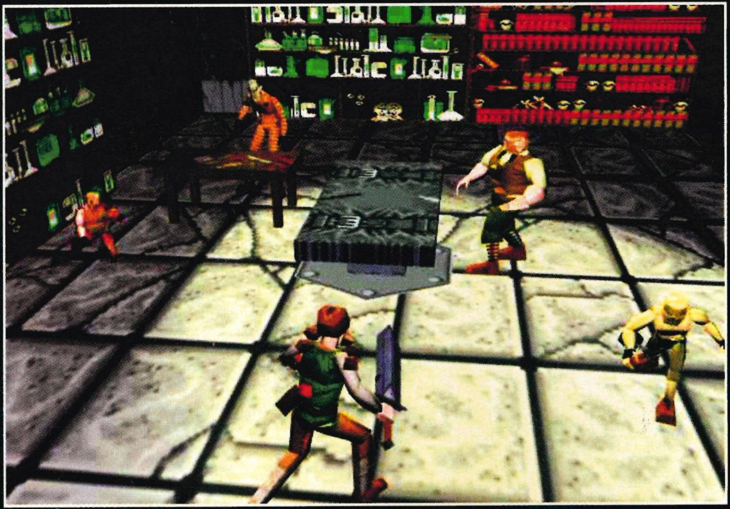
TELSTAR – A LEGEND

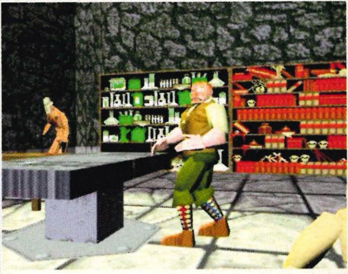
EXCALIBUR from Telstar Electronic Studios is a lush graphical adventure that has all the inventiveness and depth of The *Legend of Zelda* on the Super NES. You play Beth, a humble peasant and apprentice to the wizard, Merlin, who has been sent to the future to retrieve the legendary sword, Excalibur from evil time-travelling thieves.

Your are equipped with a basic broadsword at the start of the game and a small knowledge of spellcasting, but throughout the many levels you can gradually add to your arsenal, either by collecting extra weapons or finding spell books (or something).

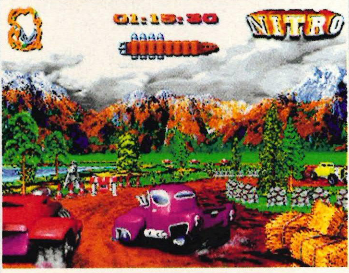
The entire game is composed of texture maps and it looks mighty fine, especially the sections where you can talk to people and you are presented with a much larger image of them.

Excalibur will be out later in the year and we'll have a Workstation soon.





[ABOVE + TOP] ***Excalibur*** **from TES is a fully texture mapped time travelling adventure.**



[ABOVE] ***Wrecking Crew*** **from Telstar is due to come out in November. More news soon.**

COMPO WINNERS!

THESE LUCKY BEGGERS have all won a prize in the last three issues of PLAY. Congrats all round, sorry if you didn't get picked, but who knows, the ones in this issue could have your name on them.

ISSUE 7

INFOGRAMES COMPOS

Three winners each receiving a copy of *Alone In The Dark* are JOHN HAYNES (Saffron Walden), MR P WOODWARD (Manchester) and ARAN COLLINS (Durrington). Three winners each receiving an Asciiware control pad are KEVIN SWIFT (Wirksworth), EVAN INGRAM (Westgate On Sea) and J WHITAKER (Leicester).

ADIDAS POWER SOCCER IS COOL

Five winners of *adidas Power Soccer* gear packs are: MARK DORRELL (Worthing), PAUL GRANT (Edinburgh), NIGEL HARRISON (Horsham), M HARRIS (Didsbury) and WILLIAM TSANG (Sutton).

UPHOLSTER ME NOW!

First prize winner of a Sony Mini Hi Fi system and a copy of *Magic Carpet* is: TOBY BROMMALL (Banbury).Four runners up claiming a copy of either *Theme Park* or *Hi Octane* are: G BARR (Bangor), GRAHAM F CRABB (Andover), JOHN MAYNE (Cheshunt) and DAVE ROBERTS (London).

ISSUE 8

THE GREAT PLAY READERS' SURVEY

Winner of a stupendous 29" Nicam Stereo TV, PlayStation, extra joypad, steering wheel, two memory cards, multi-tap, mouse is: STEVE TAYLOR (Newmarket).

WHERE ARE YOU NOW SCHUMACHER?

Winner of a Scalextric Formula One Pole Position Set, PLUS accessories making it all worth £300: PETER SPREADBURY (Portsmouth).Runners up are: S TERRY (Swindon), DANIEL HALLETT (Pontypool) and MRS J COOKSON (Chunnor).

MIND THEM BLADES DEARY!

Two winners of spanking new PlayStations are: ANDREW HALL (Huddersfield) and ANDREW SLATTER (Woodford Bridge).

CHARTS

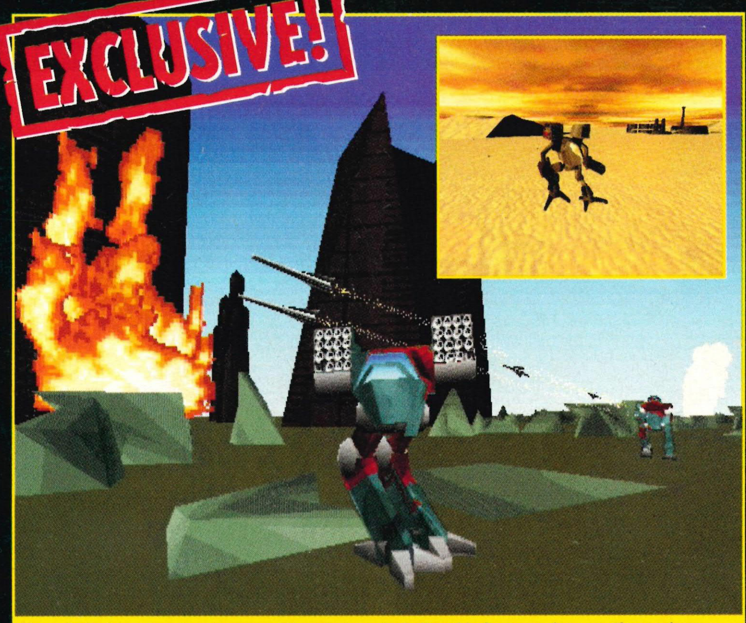
In association with ChartTrack

Pos	Game	Developer	Publisher	Play Score
1.	Int Track & Field	Konami	Konami	85%
2.	addidas power soccer	Psygnosis (Fr)	Psygnosis	95%
3.	Ridge Racer Rev	Namco	Sony	90%
4.	Alien Trilogy	Probe	Acclaim	91%
5.	Gunship	MicroProse	MicroProse	90%
6.	Toshiden 2	Takara	Sony	74%
7.	Actua Soccer	Gremlin	Gremlin	94%
8.	FIFA Soccer '96	EA	EA	78%
9.	Need for Speed	EA Canada	EA	94%
10.	Panzer General	Mindscape	Mindscape	73%

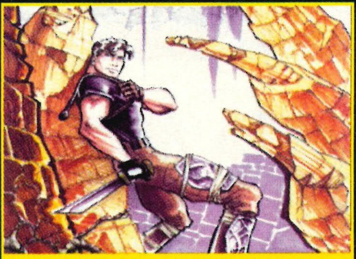
MECHWARRIOR 2 ON PSX!

FANTASTIC NEWS for PlayStation owners who want more mature and in-depth games is that Activision is converting their hit PC big robot shoot-'em-up to the PSX!

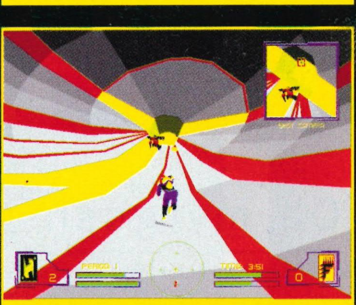
Mechwarrior 2 is scheduled for release at the end of the year and it features 12 mechs to control and over 30 missions. *Mechwarrior 2* has you controlling large robots in tense combat situations. Each mech is equipped with a variety of weapons from rail guns, to lasers and missiles, and there are many different views such as in-cockpit and chase view. The key to succeeding in the game though is strategy; you can't just run in guns blazing or you're toast, and this is good news for console owners tired of the same old game styles. As you can see, the graphics are far better than the PC versions and we think it's going to be massive.



[ABOVE] ***Mechwarrior 2*** **boasts many different views, including this front exterior one. The mechs are surprisingly detailed given the plain surfaces of the PC version, check out those rocket pods!**



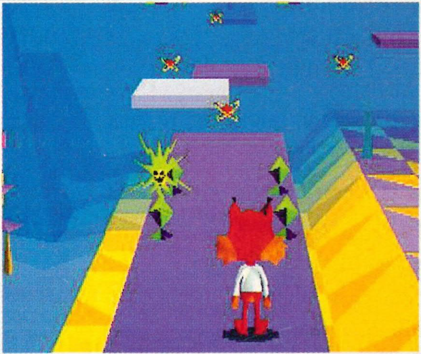
[ABOVE] ***Pitfall 3D*** **is coming in March '97 from Activision. This is an early sketch.**

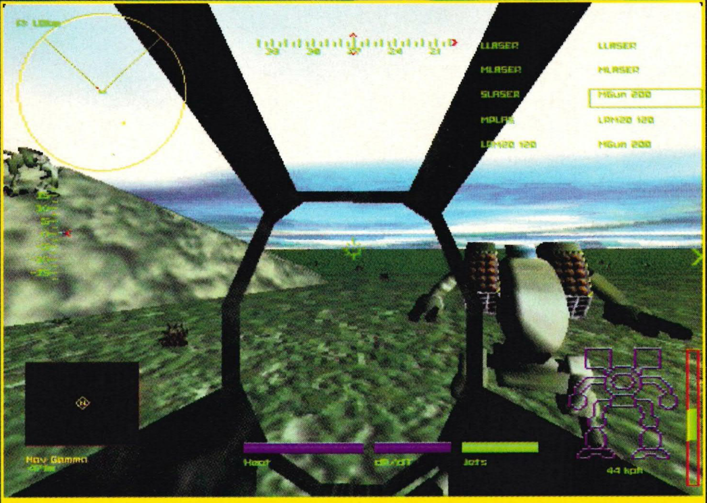


[ABOVE] **Activision also have the futuristic sports game, *Hyperblade* coming out in early '97.**

BUBSY THE BOBCAT IN 3D – A HORRIFYING THOUGHT!

CRASH *Bandicoot* may be Sony's great mascot hope for the PlayStation, but what about Bubsy the Bobcat, or as he's otherwise known, Bubsy the b****** Bobcat?! Well Bubsy has been brought bang up-to-date by publishers Accolade and he's now set to appear on the PSX in 3-D. In other words, a platform game very much like Crash himself. A full review soon.





[ABOVE] ***MW2*** **takes place in all sorts of terrains and weathers. and features high quality texture maps throughout. Each screen is packed with systems information.**

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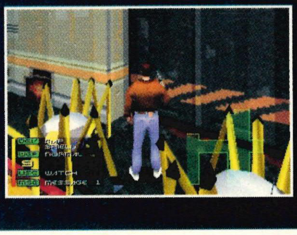
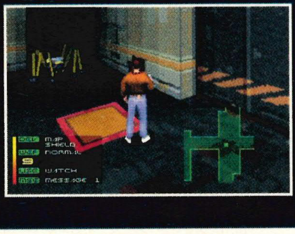
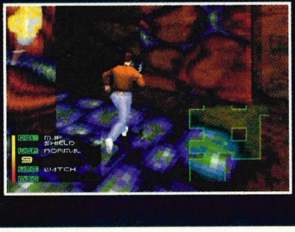
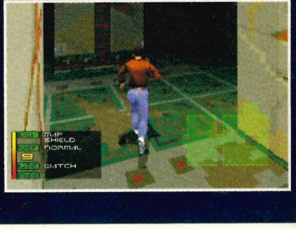






SEE THE LIG

WITH

FADE TO BLACK

PLAY CLASSIC

Oh my gosh!

Have we got a competition for you this month or what! We've teamed up with those wonderful Electronic Arts people and have come up with one hell of a prize – we're talking serious kit here people. To celebrate the launch of the highly acclaimed, 90% rated *Fade to Black*, reviewed last issue, were giving away nearly £1,500 worth of goodies including an awesome Sony video projection system plus several copies of the game itself. Imagine playing Delphine's *Flashback* sequel, *Fade to Black* on a 60" (five foot!) screen in a pitch-black room, where all your senses are surrounded by pure PlayStation power. Immersive? You'll be drowning in polygons!

If you want a chance to win this fabulous prize, just answer the following three questions and complete the tie-breaker in ten words or less. Any multiple entries we find will be eliminated, so don't bother. The closing date for competition entries is Friday 16 August, so you'd better get your entries in sharpish. Excited? You should be...

To WIN, answer the following questions...

1. Which French team developed the awesome *Fade to Black*?

A) Infogrames
B) Adeline
C) Delphine

2. How big is the screen on the Sony video projection system?

A) 60 inches
B) 60 cm
C) 60 mm

3. Which superb platform game was the prequel to *Fade to Black*?

A) *Flashlight*
B) *Flashback*
C) *Lightback*

Finally, complete the following tie-breaker in ten words or less. PLAY has brought the light into my life because...

Simply write your answer on the back of a postcard or a stuck-down envelope, together with your name and address and send it to:

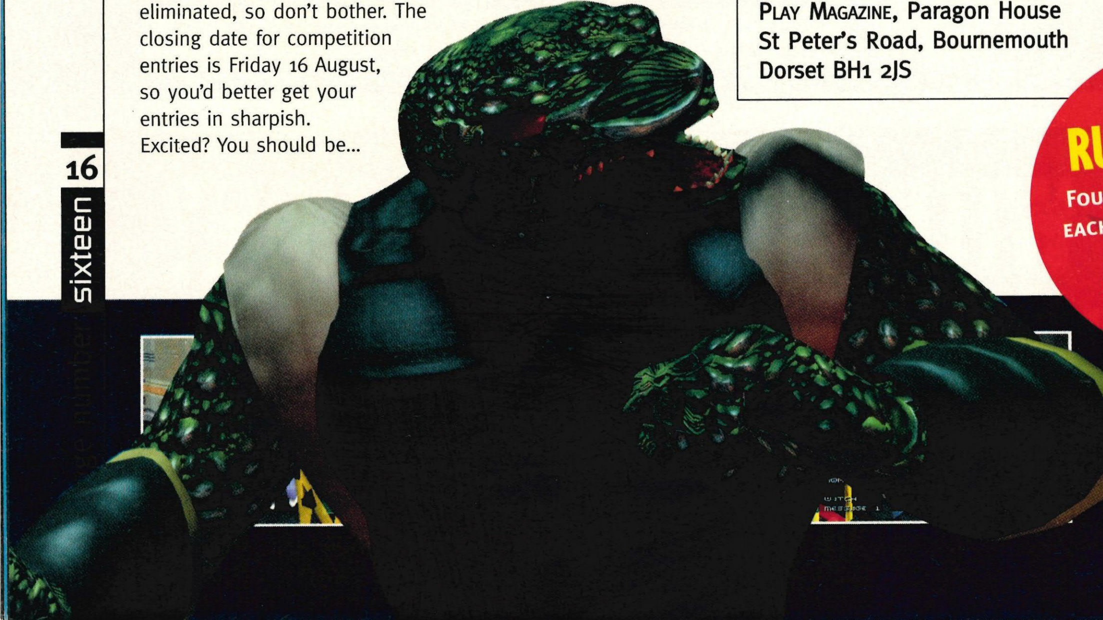
LIGHT UP MY LIFE, PLAY!
PLAY MAGAZINE, Paragon House
St Peter's Road, Bournemouth
Dorset BH1 2JS

FIRST PRIZE

ONE LUCKY, LUCKY PERSON WILL BE THE PROUD OWNER OF A SONY 60" VIDEO PROJECTION SYSTEM WORTH OVER £1,200! PLUS A COPY OF THE 90% RATED GAME, *FADE TO BLACK*.

RUNNERS UP

FOUR RUNNERS UP WILL EACH GET A COPY OF THE IMMENSE SCI-FI ADVENTURE GAME, *FADE TO BLACK*.



HT!

DEV
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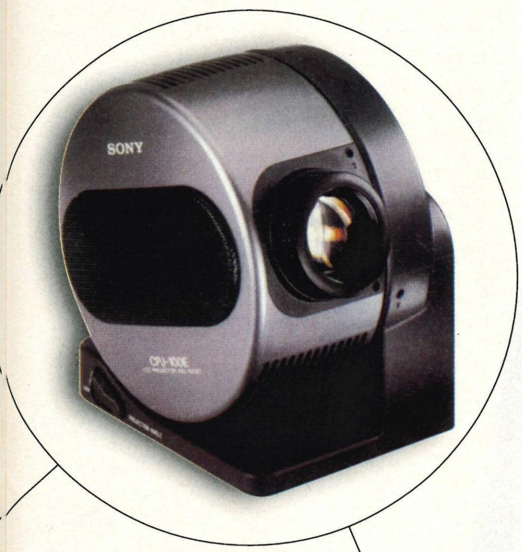
WEP
NORMAL
9
USE
WATCH
MSG

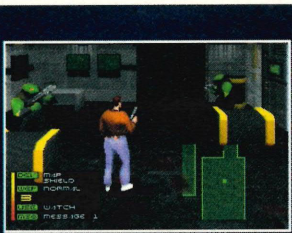


Please note: The editor's decision is final. No correspondence may be entered into. Employees of Electronic Arts, Paragon Publishing or its suppliers may not enter. Multiple entries will be pulped and used to make spare projection screens. The closing date for the competition is Friday 16th August 1996, so get your entries in quicksmart. All winners will be notified in writing. A list of winners will be available in writing on request from Paragon Publishing at the above address. No cash alternatives. No luncheon vouchers either.

TECH SPECS AHOY!

The Sony CPJ-100E and SPJ-N60 combo is the perfect piece of kit for anyone who really wants to immerse themselves in the world of PlayStation. For all those tech-heads out there, here's the lowdown on this wonderful piece of kit...

- Works with all video systems (TV/VCR/Camcorder)
- Compact Design
- 180,000 pixel colour LCD with magnification
- Easy tilt lens (0-90°)
- Recommended projection size 60 inches
- PAL/NTSC compatible
- Tripod mountable
- Supplied with replacement bulb, soft carry case, 3m A/V cable
- High-brightness custom-designed screen
- Composite/S-Video inputs
- Stereo Audio In/Out
- Built-In speakers (2x300mW)



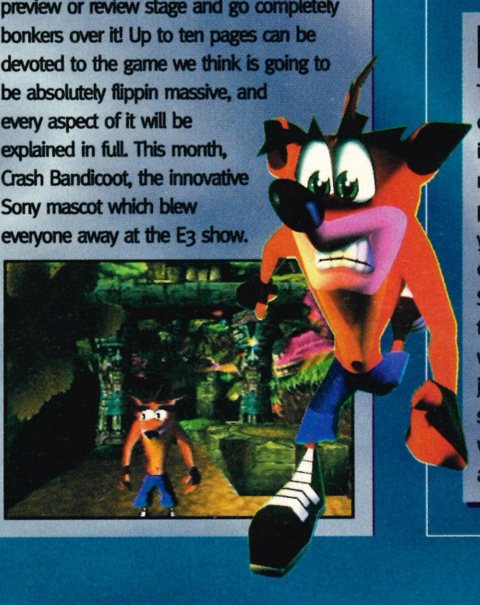
THE GAM

AT THE END OF THE DAY WE ALL WANT TO KNOW ABOUT THE LATEST PLAYSTATION SOFTWARE, AND THERE'S NO BETTER PLACE THAN RIGHT HERE IN PLAY!

THE BIG GAME

CRASH BANDICOOT

20 Every month we take the hottest game of the moment, be it at news, preview or review stage and go completely bonkers over it! Up to ten pages can be devoted to the game we think is going to be absolutely flippin massive, and every aspect of it will be explained in full. This month, Crash Bandicoot, the innovative Sony mascot which blew everyone away at the E3 show.



GUIDE TO THE GRADES

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores to make sure we get it right. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%. Here's how the scores break down...

PLAY CLASSIC

90-100 If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

85-89 We recommend these games as they are fun, lasting and value for money.

75-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some gameplay flaws, but nothing serious.

50-75 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

30-50 Games that should be avoided by everyone except die-hard fans of the genre and masochists.

0-30 Complete tripe. Avoid at all costs!

PLAY ICONS

These symbols are designed to give you vital information about the maximum number of players and whether or not you can use a specific device with the game. Special controllers such as the Mad Katz steering wheel or the NegCom joypad come under steering/analogue and this will include all new pads and controllers.

ONE PLAYER
EG *PROJECT OVERKILL*

MULTIPLE PLAYERS
EG *TEKKEN 2*

STEERING/ANALOGUE
EG MAD KATZ WHEEL

MULTI-TAP
COMPATIBLE

MOUSE
COMPATIBLE

MEMORY CARD
(FOR SAVE GAMES)

SPLIT SCREEN
EG *BUST-A-MOVE 2*

LINK CABLE
EG *NEED FOR SPEED*

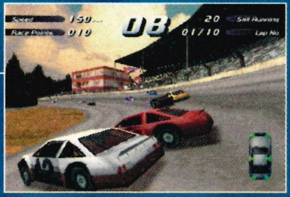
ES

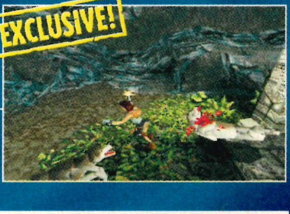
REVIEWS • WORKSTATIONS • WIRED UPS

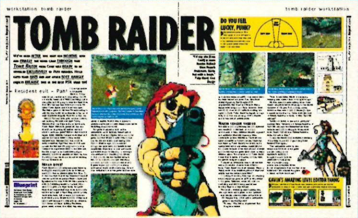
WORKSTATIONS

You want in-depth features on the latest software? You got it!

WIPEOUT 2097	28
DESTRUCTION DERBY 2	28
MONSTER TRUCKS	28
TOMB RAIDER	32
BROKEN SWORD	36
ANDRETTI RACING '97	38







ANDRETTI RACING '97

PLAY REVIEWS

Nobody does it better. PLAY reviews are the only place you should turn if you want authoritive advice. Never buy a PlayStation game without seeing what we gave it first.

TUNNEL B1	40
AQUANAUGHTS' HOLIDAY	44
PRO PINBALL PLAY CLASSIC	46
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MOTOR TOON GP2	58
GALAXIAN^3	60
DARKSTALKERS	64
ACTUA GOLF	66
SKELETON WARRIORS	68
DRIFT KING	70

WIRED UP

A short preview and reminder of the hottest games just before review time.

BEDLAM	78
SUPERSONIC RACERS	80
RAGIN' SKIES	82
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MOTOX	86
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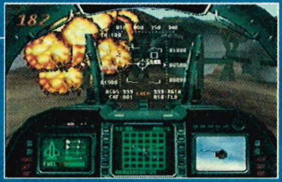
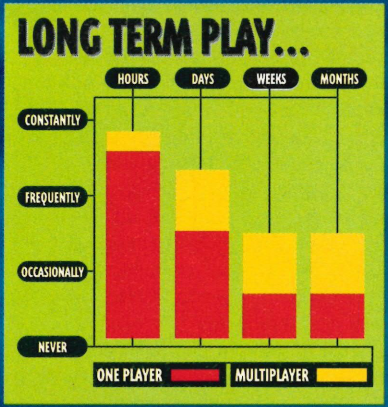
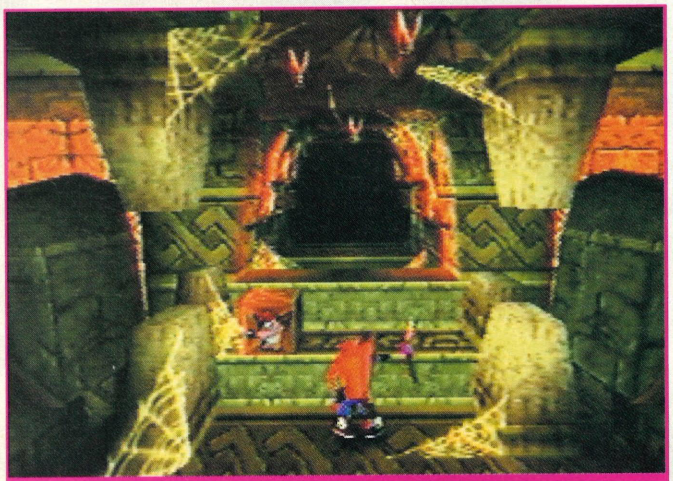


CHALLENGE BOX

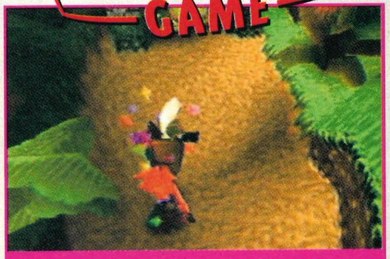
This clever little box is designed to show you instantly how long a game will last (in our opinion) based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer. Although it is entirely subjective, we hope it gives you a rough guide to a games lifespan.



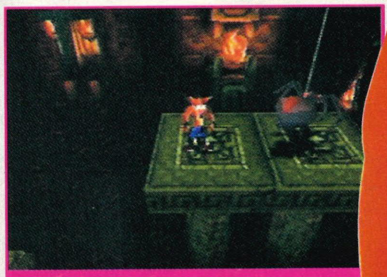
CRASH BAN



[Above] Those bats at the top of this picture can be rather annoying. Progress carefully and cautiously at first until you learn the layout and the positioning of the enemies.



[Above] Wearing his Aku Aku mask, Crash is invincible for a short while. Now where is everybody? Running scared I expect...



[Above] Itsy bitsy spider... Crash is not amused.

The PlayStation's mascot, Crash Bandicoot, is about to burst on to the scene this October. In a special in-depth look at Sony's answer to Mario and Sonic, Play explores the down-under world of the 'Coot.

Written By Asam Ahmad

Remarkable.

Absolutley remarkable. *Crash Bandicoot*, that is. When the man from Sony came down with a 95% complete version of the game, we were... impressed. All the hype about *Crash Bandicoot* being the PlayStation's first *real* next-generation game, has been proved right. Just think, soon we could have cuddly toy Crash Bandicoots to hold at night, talk to when bored and duff up when mad. Yes dudes, our mascot is here. And, I still can't get over the name...

It's clear to see

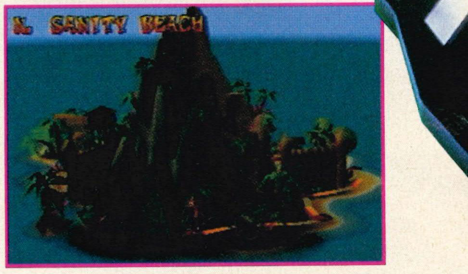
Dropping. That's what my jaw was doing when the Sony Guy demonstrated *Crash Bandicoot*, in all its technicolour glory. It became clear why there had been so much hype about this game. As soon as you feast your eyes on it, you're hooked, and can't stop inspecting the glorious visuals. Mesmerisingly fluid and vividly radiant, the graphics in *Crash Bandicoot* are without a doubt the PlayStation's most luscious and technically advanced.

When Naughty Dog, the developer, was drawing up the specifications, they wanted to produce a game that would push the technological curve in its genre. They outlined ten or so goals to strive for, technically and graphically, including no polygon pop-in, no oversized pixels from texture-map stretching, no polygon depth or perspective errors, no clipping errors, rich worlds... a tough challenge. But they did it. And it's amazing.

It's difficult to pinpoint precisely what makes the visuals in *Crash* so superlative. Everything. The colour is cartoon-like and vivid. The levels are incredibly detailed, and remain so, even in motion. Never do you see a blocky pixel. Polygon pop-up is a thing of the past and there are no clipping errors. Streamed constantly from the CD as you play, the variety in the

PLAY Information

Name: Crash Bandicoot
Publisher: Sony Computer Entertainment Europe
% Complete: 95%
Release Date: October '96



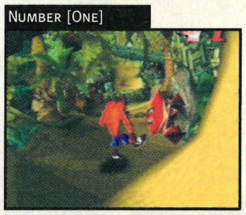
DICOOT

UP AND AT 'EM CRASH!

One of the first levels in the game sees you instantly dropped into a 3-D world where you must travel up 'into' the screen.

1: The level unfolds as you turn the corner. Notice the horizon and the superlative detail in the distance. 2: Crash is getting cocky. Only ruins to jump over? 3: To the temple. Crates with question marks on them to reveal random bonuses. 4: The Aku Aku mask gives Crash a limited period of invincibility. 5: Which way now? 6: A cheeky turtle tries to rob Crash of his lunch money. 7: The end of the level. Next!

Number [One]



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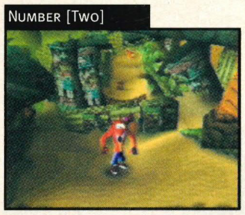

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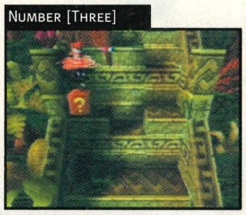

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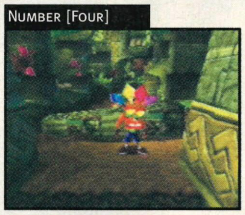

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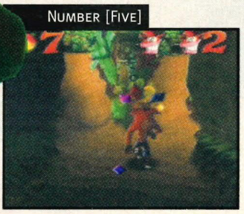

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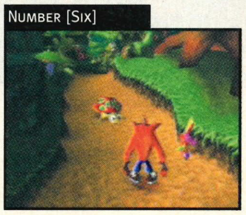

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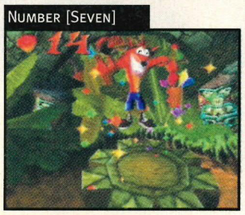
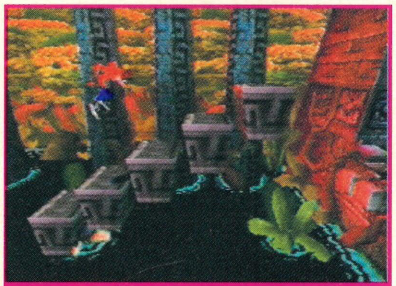


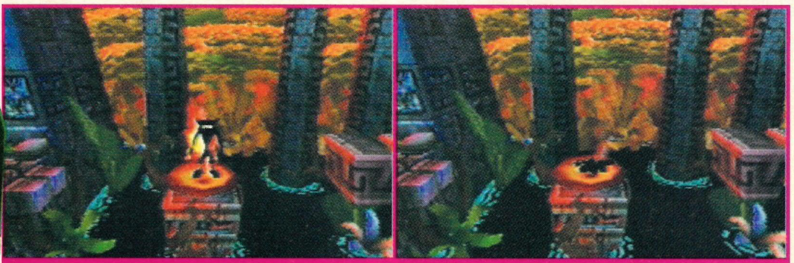
graphics is outstanding, constantly delivering you an entrancing visual banquet, and all in real-time too, none of this pre-rendered stuff.

The Hokey Kokey

Left, right, up, down, in, out, shake Crash all about. That's exactly what you'll be doing in the 3-D world of the Bandicoot. And thankfully he handles like a dream. The controls have been designed to be consistent from level to level. Not having several methods or timings to learn allows you to concentrate more on playing the game.



[Above] This platform array rotates rather quickly and can quite a task to cross. The whole game is full of mini-challenges like this, forming one part of a hugely taxing adventure.



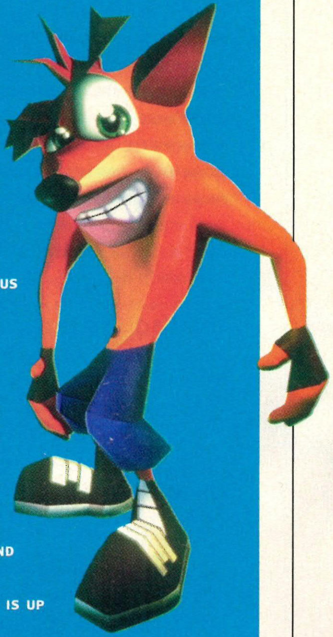
[Above] Crash can die in several different ways. Here Crash is foolishly standing in fire. If he's not careful he'll get himself burnt to a cinder.

CRASH BANDICOOT: THE STORY

Crash Bandicoot is concerned with saving his girlfriend from the evil Dr Neo Cortex. Cortex has created a castle fortress on three islands off the coast of Tasmania, and set out to create an army of intelligent animals with which he can take over the world. He and his right hand man, Nitrus Brio have created two machines in order to create these sapient creatures. The first is the 'Evolv-O-Ray', which creates Einsteins out of animals, and the second is the 'Cortex Vortex' which Cortex hopes to use to make them battle-ready. Currently, the Evolv-O-Ray works properly, the Cortex Vortex doesn't.

Crash is the most recent test run of the two machines, and as far as Cortex is concerned, the greatest failure. The previous tests: Ripper Roo, an insane kangaroo, Koala Kong, the Stallone of koalas, and Pinstripe Potoroo, a Potoroo who thinks he's a Godfather, are loose on the island, serving Cortex to the best of their abilities. Crash has no desire to serve Cortex, so he has been exiled to a distant island in the chain this evil sod commands. The next test is on Crash's girlfriend, Tawna N Cortex is furious, and has turned the Cortex Vortex on to maximum for Tawna. Crash doesn't want to find out what this setting can do to a female bandicoot...

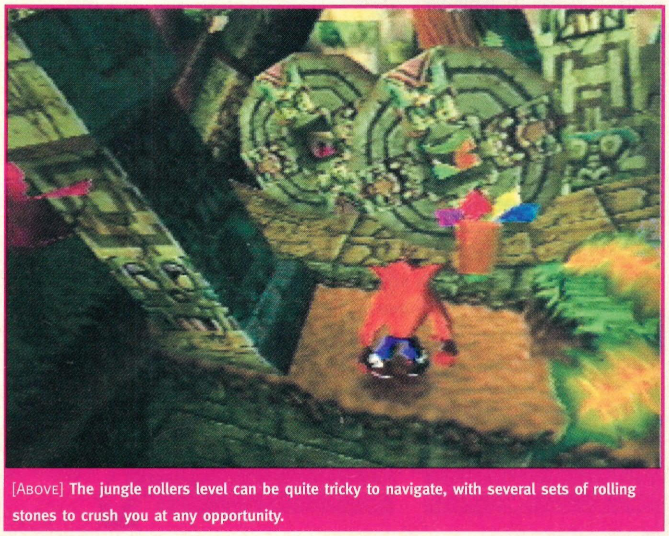
[The Character]



Main man, top dog, our hero, the eponymous marsupial himself. Before his rather unfortunate encounter with the evil doctors, Crash was an unassuming little bandicoot, happy-go-lucky and satisfied with his lot. Living on grass, he had lived an easy life without a care in the world.

Transformed by the Cortex Vortex and the evil Evolv-O-Ray, and plunged into a world of turmoil, dazed and confused, Crash has had to pluck up his ideas both to rescue his voluptuous girlfriend, Tawna, and simply to survive. With his state of mind currently rivalling that of a scrambled egg, it's not going to be easy.

On his romp through this land of adventure, Crash has had to learn how to handle himself – after all, it's a harsh and violent world out there. He can jump on enemies to dispatch them, or use a frenetic spin attack to whisk them off to their makers. Add to this a selection of power-ups, such as invincibility and super-high-jumps, and our protagonist is a formidable force to be reckoned with. The rest is up to you...



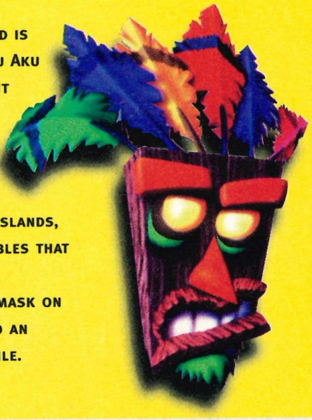
[Above] The jungle rollers level can be quite tricky to navigate, with several sets of rolling stones to crush you at any opportunity.

[Tawna]

Tawna is Crash's little sweetheart. A buxom blend of beauty and brains, Tawna is lucky enough (lucky?) to have only been subjected to the intelligence-inducing Evolv-O-Ray, without the additional trauma of the evil-eliciting Cortex Vortex. Thankfully, she's retained her senses and her good looks...

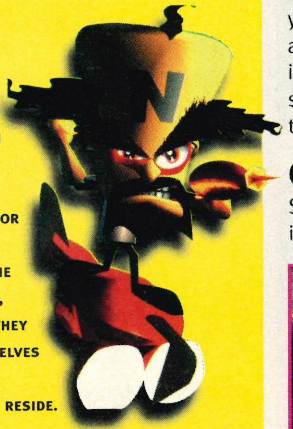
Currently captive, held by the two doctors in their castle of evil, Tawna spends her time trying to talk her way out of incarceration, whilst also trying to instigate a revolution among Cortex's henchmen. Hurry Crash! Your babelicious bandicoot is in trouble!

[Aku Aku]



Crash's only ally in this warped world is Aku Aku. A seldom seen character, Aku Aku is a creature unto himself. The resident witch doctor of a tribe of natives hidden in a secluded part of the islands, Aku Aku occasionally blesses Crash with super powers.
As our hero progresses through the islands, Aku Aku appears, mumbling inane warbles that only Crash can comprehend. Rather fortuitously, he'll lend our hero his mask on occasion, which'll turn our 'coot into an invincible super 'coot for a short while.

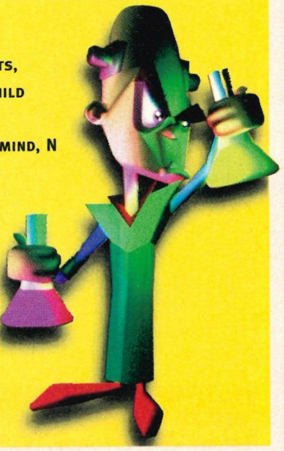
[Dr Neo Cortex]



Born of a family of unsuccessful travelling clowns, this bitter and twisted pseudo-scientist hates all things human. Except for his right-hand man Dr N Brio, that is. Through school he excelled academically whilst floundered socially, and unsurprisingly, got beaten to a pulp regularly by the other kids for being so nerdy.

Having blown up the school with Nitrus, the two fugitives set out to hunt for a new home, away from any human contact. In their wake, they left a trail of explosions and alienated themselves further from civilisation until they found the uncharted utopia down-under where they now reside.

[Dr Nitrus Brio]



Born the only child of two research scientists, Nitrus Brio was an intelligent, if arrogant child who alienated anybody he met. Except Cortex. Overshadowed by Cortex's superior criminal mind, N Brio found himself downsized to a humble-if-brainy sidekick with little self-motivation. Spurred on by his own childhood misfortunes, and Cortex's mad genius, he plotted with his mentor to create an animal army to take over the world. On experimenting one day with a new chemical concoction he'd created, he took an overdose which turned him into a monster. The evil Brio Monster.

DO THE RIGHT THING

This level is much more like your average platformer, with your basic movement left/right and jumping.
1: The start. A few crates to smash, and an arrow telling you which way to go. 2: Jump! 3: That turtle never gives up! 4: That spinner must be, er, spun by jumping into it. It can then be used to jump up to the next platform. 5: Skilful timing is required to get past these moving spiky shafts. 6: Moss-soiled platforms can be slippery. 7: Those yellow crystals form a route to a secret area. The normal exit point is under the arch.

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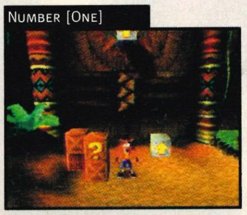

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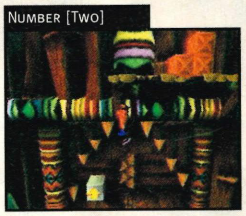

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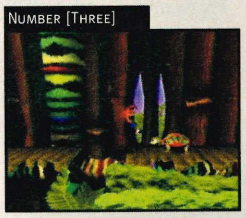

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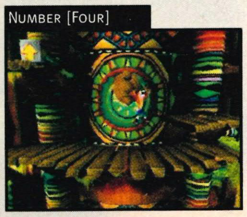

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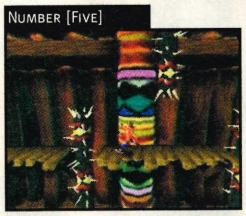

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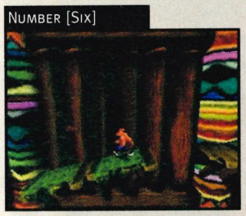

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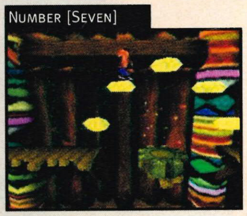
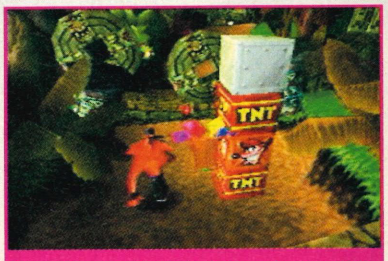


Set through 30-odd levels over three islands, with several bonus areas and a wide selection of differently played 'scenes', the gameplay in Crash is certainly diverse. Some levels flow up or down the screen, some flow left or right, and as you'd expect, some flow up and down. More often than not, you'll see levels that are structured around a mix of these elements, and more importantly, true to the game's 3-D specification, Crash remains controllable through all three axes.

Can I eat it yet?

So it looks good, and is technically innovative, but what does it play like?



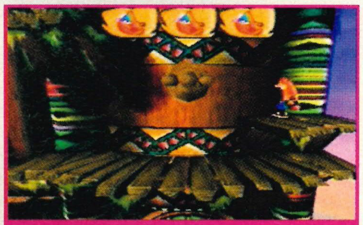
[Above] An extra life lies in between two crates full of TNT. In order to get it you must be quick to make sure you don't get caught by the explosion.

The control is precise and as there isn't too much to learn and after a while you can tear through levels at full speed, controlling Crash instinctively. At the end of each level, there is a progress meter that informs you how much you achieved through it – how many delicious apples you've collected, crates you've smashed, and bonuses found. *Crash* has been designed so that you can finish the game or complete it. By that I mean that you can explore the islands to the end, but in order to complete it properly, you'll have to backtrack often to pick up things you've missed, or to access previously inaccessible secret areas.

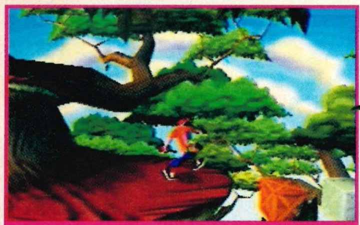
With all the hallmarks of a classic character-based game such as Sonic or Mario, translated efficiently into three dimensions, *Crash Bandicoot* is certainly going to turn more heads as it gets ever-closer to release. With a comic cast of characters and gameplay to suit, the game will undoubtedly trawl an avid following. With little left to do on the project except for tweaking the AI, character interaction and difficulty setting, the long development time is coming to and end, and judgement day looms. Bring it on.

THAT'S TAWNA-IT!

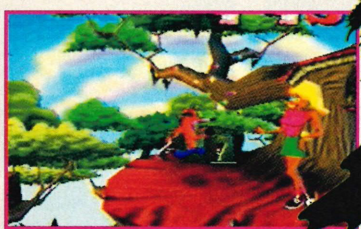
Apart from hidden areas, there are of course bonus rooms. Similar to *Donkey Kong Country* on the Super NES, in *Crash Bandicoot* whenever you collect three faces of the same kind, you go to the relevant bonus area where you can collect passwords, lives or other power-ups. There are bonus areas for Tawna, Dr Cortex and Dr Brio.



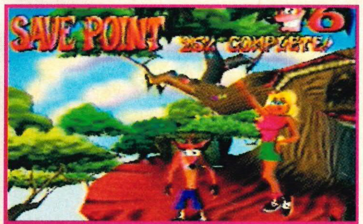
Having collected a third Tawna icon from a crate, Crash is transported to the bonus level.



This bonus level involves traversing the tree tops using platforms floating in mid air. Drop and you go back to where you came from.



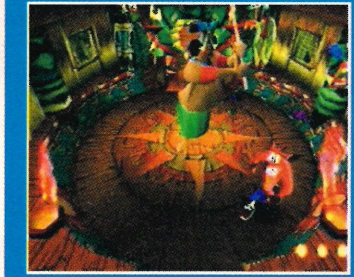
There are two options here, either to return to the level, or talk to Tawna, your lover.



Talking to her is a good idea, else she won't do the dishes. Oh, and she won't save your position in the game for you otherwise.

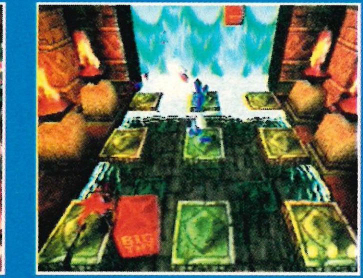
THE BOSSES

Over the 30 or so levels, you'll encounter a boss every so often. They start of relatively easy to defeat, as you'd expect, gradually getting harder and harder. Much harder. Poor Crash, all these things he has to do for love. We don't want to spoil the game too much, so here are piccys for the first three.



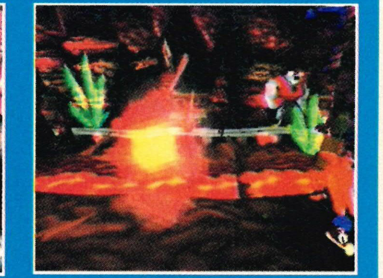
[Papu Papu]

Waking Papu Papu from his sleep is a bad idea, but you have to do it to get past. He gets mad and tries to hit you with his stick. Simply avoid his shaft and jump on his head a few times.



[Ripper Roo]

Ripper is much more difficult to defeat. You must jump on the falling exploding crates to activate them, and if you time it right, they'll explode with Ripper in the vicinity, causing him damage



[Koala Kong]

Koala, living up his Kong heritage, throws things at you. Separated by lava, he throws boulders carried on a little mine railway. Some boulders can be thrown back to defeat him.

WE WERE SAILING ALONG...

Crash is travelling along a stream, using objects as rafts and logs for bridges. The water transparency is very realistic.

1: That big leaf up ahead must be jumped on whilst moving. Aku Aku is close at hand. 2: A rather safer form of travel surface, a log, lies ahead. 3: That waterfall doesn't look too appealing. 4: Excellent, an extra life! Be quick though, as that TNT crate will explode three seconds after contact. 5: That big water plant will snap its jaws if you hesitate whilst jumping on it. Another Aku Aku mask lies ahead. 6: Hah! Too early Mr Plant. 7: Another big log, this time with bonus crystals indicating a secret area. Jump!

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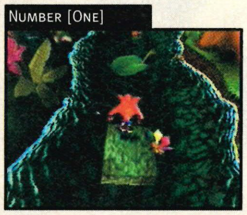

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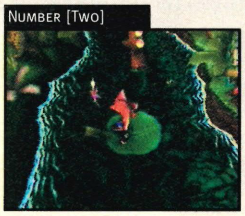

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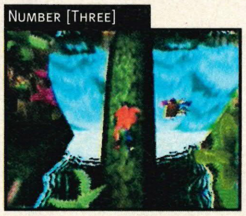

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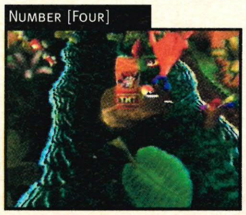

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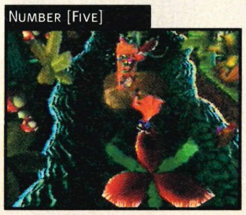

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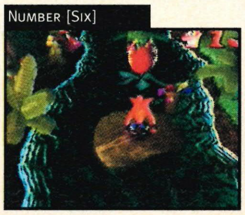

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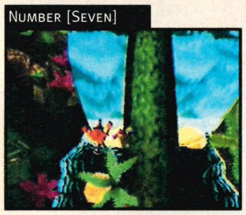
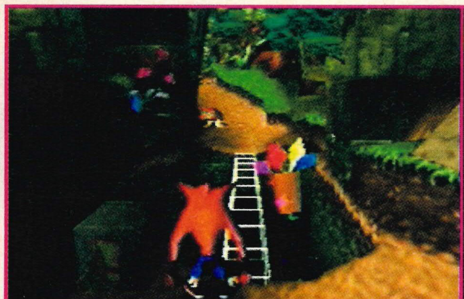
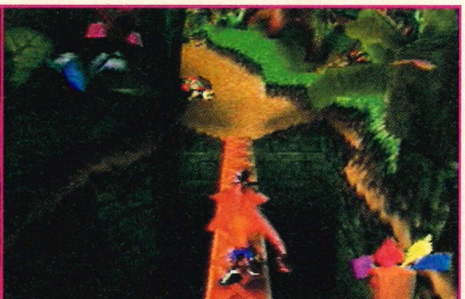




[Above] Activating the crate with the exclamation mark on it transforms that rather tricky ladder...

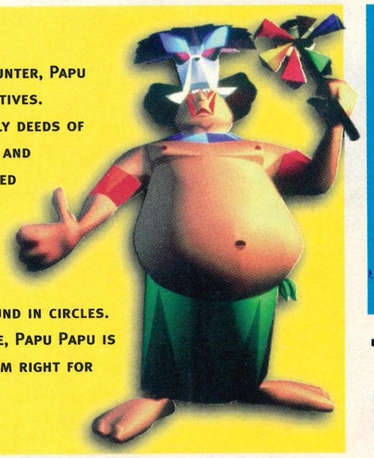


[Below] Into a fully panelled bridge. Careful feet are required to ensure you don't plunge off the edge.

[Papu Papu]

One of the first bosses you'll encounter, Papu Papu is the chieftain of the local natives. Preferring to overlook the dastardly deeds of the two doctors, Papu Papu is a fat and lazy loaf who loathes being disturbed from his beauty sleep. Despite being a neutral entity, Papu Papu will put up a fight if woken from slumber.

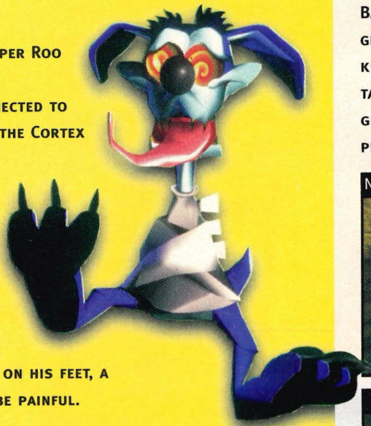
Papu Papu's method of attack involves him wielding his staff around in circles. Slow in speed and highly predictable, Papu Papu is relatively easy to defeat – serves him right for being such a portly pig!



[Ripper Roo]

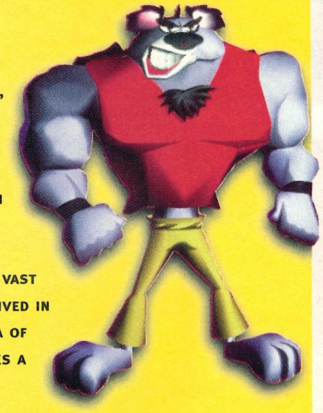
The first of Cortex's experiments, Ripper Roo began life as a peaceful wallaby who wouldn't harm a fly. Having been subjected to the Evolv-O-Ray and subsequently to the Cortex Vortex, Ripper Roo's brain has been so frazzled, he's had to be kept in a straight jacket – for his own and others' safety!

Violently insane, and in a state of perpetual motion, Ripper Roo can be found laughing hysterically as he smashes his head into anything solid nearby. With 12 inch knife-like claws on his feet, a chance encounter with Ripper could be painful.



[Koala Kong]

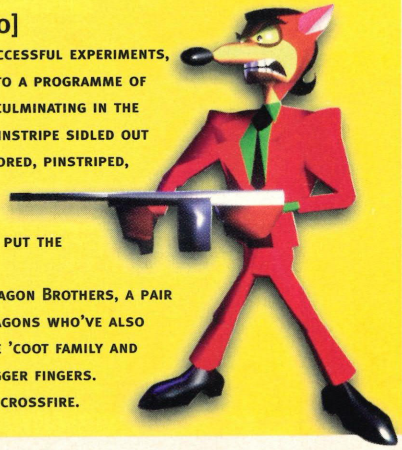
Having failed miserably in transforming Ripper Roo into a handy henchman, Cortex consequently decide to try again, this time with a tiny koala. Using the Evolv-O-Ray again to boost intelligence, Cortex put the mentally advanced koala into the Vortex, and subjected him to an intense dose of Stallone action movies. Complete with Brooklyn accent, slow mumbling speech, enormous strength, a vast size, and a firm conviction that life is lived in rounds, Koala Kong is the Rocky Balboa of the marsupial world, and certainly packs a punch!



[Pinstriped Potoroo]

One of the doctors' more successful experiments, this potoroo was subjected to a programme of Mafia movies in the Vortex, culminating in the complete Godfather series. Pinstripe sidled out of the Vortex in a finely tailored, pinstriped, double-breasted Italian suit, pledged his loyalty to the Cortex family and set out to put the 'house' in order.

Caught in a feud with the Dragon Brothers, a pair of martial artist Kimodo dragons who've also been through the Vortex, the 'coot family and the lizards have twitchy trigger fingers. Best not get caught in their crossfire.



CRASH – HE'S OUR PAL

It took a long time to instigate, but Sony CE Europe has informed all developers and publishers that all games submitted after July 1st will not be approved if they've not been optimised to run full-screen for PAL. *Crash Bandicoot* didn't fall into this category, as the first build they supplied was quite a while ago, before the restriction.

Luckily for us, the development team, Naughty Dog, in the US decided to optimise the game for PAL anyway – and haven't regretted it. According to honcho Jason Rubin, the PAL version is actually much better than the American NTSC version, and runs at full speed with no loss in quality. If anything, due to the higher resolution and better TV colour system, the PAL version is superior in every way. Hoorah for PAL!

TO BOULDER-LY GO

As soon as this level starts, Indiana Bandicoot has to run all the way down screen in order to escape the boulder.

1: Aaaaargh! Jump the chasm. 2: Momentary solace as Crash reaches a stopping point. More boulders to come... 3: Run Bandi, run Bandi, run, run, run! 4: Darn, them jumps are getting harder! 5: Boulder number three, and faster and keener than ever. 6: Crash decides to have a mid-level tantrum. Notice how you stay in the middle of the screen, giving you time to react to the jumps. 7: Crash looks a little perturbed and pensive, thankful to be alive.

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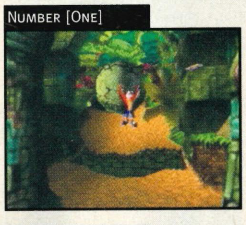

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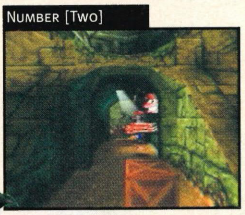

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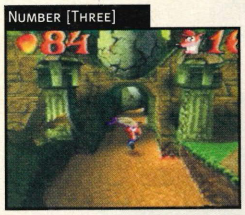

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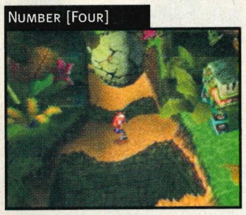

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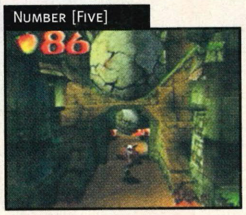

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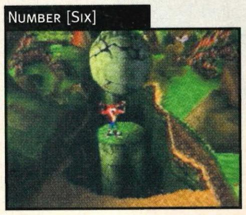

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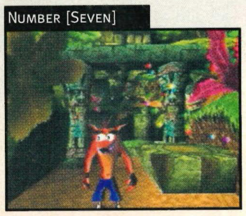

PIGS MIGHT FLY

Another quick reflex level involves Crash riding bareback on a wild boar. Squeal little piggy!

1: Crash relishes the prospect. Ahem, of resting his legs, that is. 2: The hog travels at quite a pace, with Crash's legs flailing. 3: Timing for jumps is critical, especially later on, with several consecutive objects to pass. 4: Up the stairs, or I'll have your bacon. 5: Natives do their best to impede your progress. 6: That big bongo drum up ahead can spring you high to clear long chasms. 7: The hog runs faster in an attempt to ensure he doesn't end up on a spit like his cousin.

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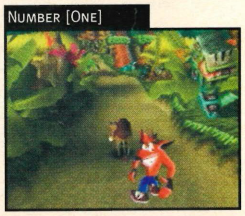

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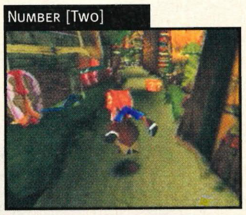

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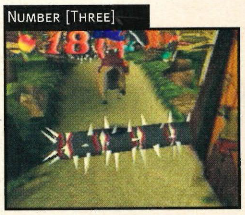

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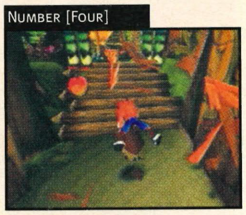

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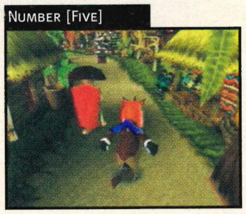

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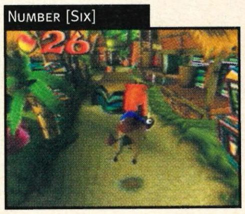

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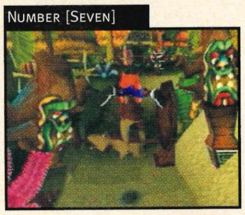

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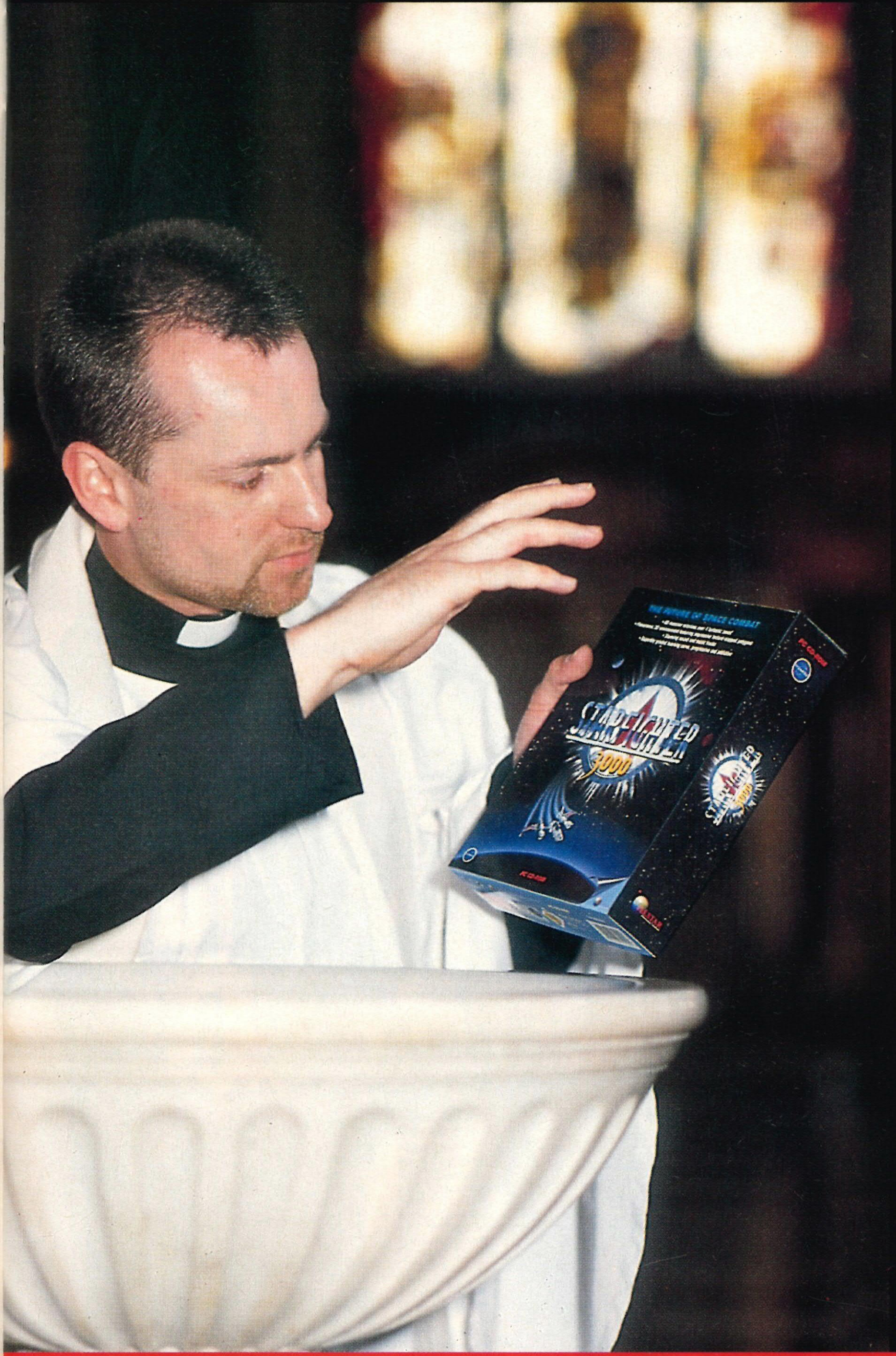

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SONY MULTI-TAPS & JOYPADS

IN THE WAKE of the Olympics, some of the top gold medalists in the world, including Linford Christie, Sally Gunnell, Colin Jackson and Roger Black, will be heading for sunny Sheffield on 25 August to take part in the traditional parade of champions, The McDonalds Games.

As a treat for our loyal readers we've got hold of a pair of these gold dust-like tickets courtesy of the athletic types at US Gold! What's more, to fully enjoy the 89% rated PlayStation spectacular that is *Olympic Games*, we're also giving our first prize winners (and three runners-up) a Sony Multi-Tap and two joypads. That's right, buy the game, get your mates round and thrash them stupid at the 400M, swimming, fencing and other finger-straining events.

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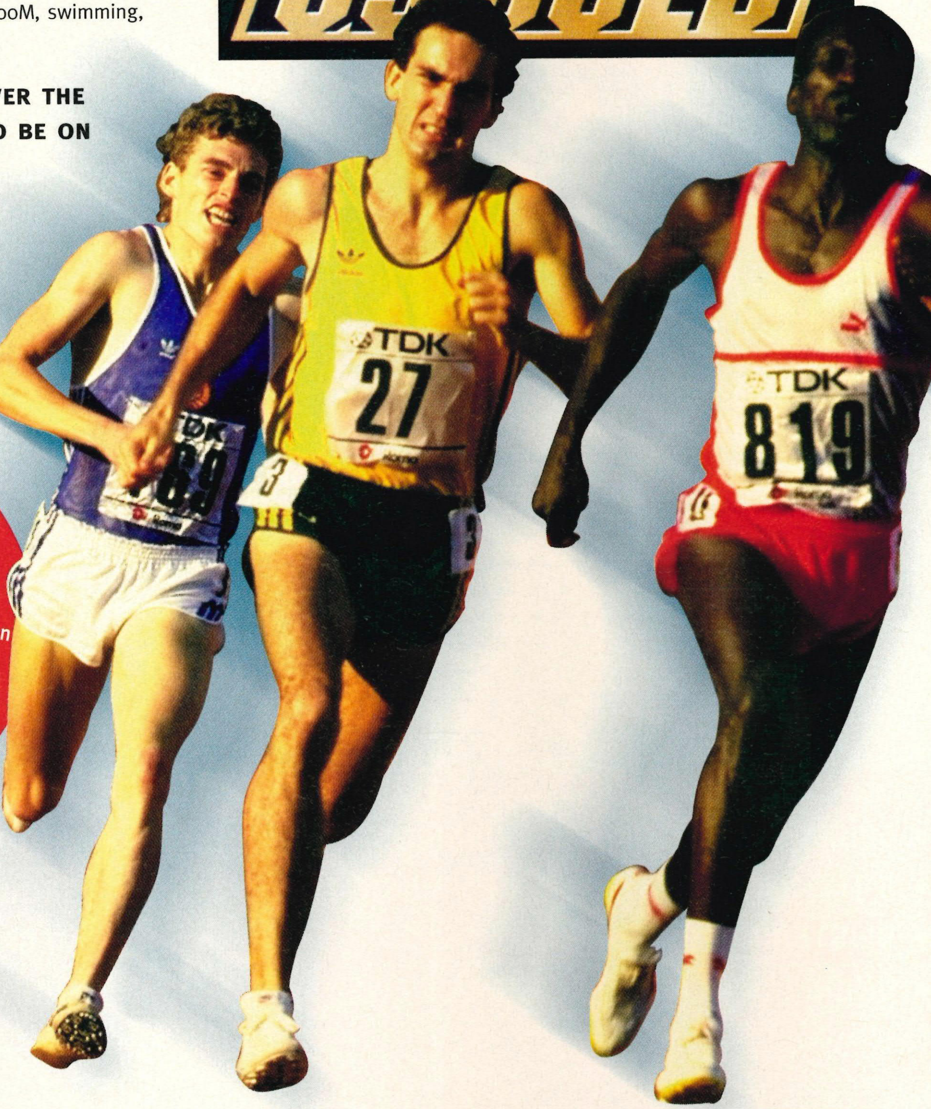

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BRAINDEAD 13	JULY
BUST A MOVE	END JULY
CHEESY	19TH JULY
CHRONICLES OF THE SWORD	AUGUST
CRASH BANDICOOT	SEPTEMBER
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FADE TO BLACK	5TH JULY
FIRO & CLAWD	MID AUGUST
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GENSO SUIKODEN	AUGUST
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WIPEOUT 2

UND
CONSTRU

IN THE GAMING COMMUNITY, PSYGNOSIS IS BEING ACKNOWLEDGED AS THE LEADING PLAYSTATION FIRM. WITH A KILLER AUTUMN LINE-UP ON THE WAY, PLAY DONS THE TRENCH COAT OF INVESTIGATIVE JOURNALISM AND GOES SCOOP-HUNTING. *WIPEOUT 2097*, *DESTRUCTION DERBY 2* AND *MONSTER TRUCKS* – CAN YOU HAVE TOO MUCH OF A GOOD THING?

WRITTEN BY IAN LYNCH

What is it with Psygnosis and race games? *Formula 1* is scheduled for September, *Wipeout 2097* for October, *Destruction Derby 2* for November and *Monster Trucks* for Christmas. What a bunch of boy racers! *Formula 1* you can read about elsewhere in this issue, so let's get straight into *Wipeout/Destruction* sequel heaven.

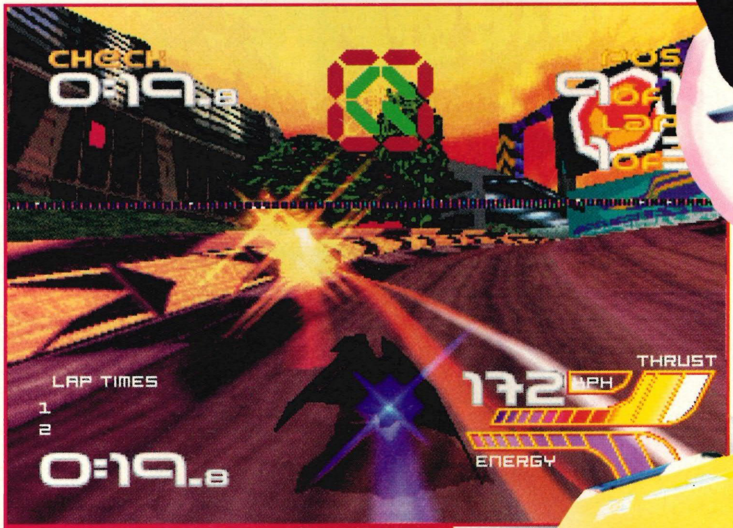
Readers of last month's issue will already have seen the shots which had us gibbering like chimps when we clapped eyes on them, it really does look superb. Mind you, that was never really in doubt, was it? But just so you know, the same consultants that helped produce the cool look of the original, the Designers Republic, have been hired again, and even more money has been invested in the thumping soundtrack.

But first, let's clear up this name business, *Wipeout 2097*, that's just asking to have the mickey taken out of it.

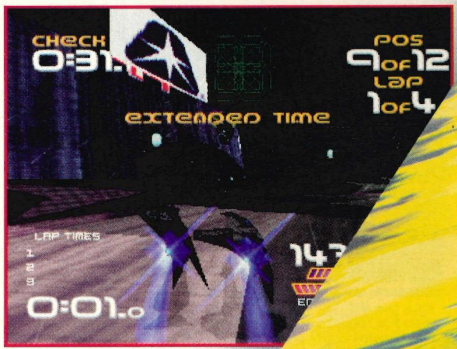
"We felt that if we defaulted to the standard *Wipeout 2* it would not be in keeping with the *Wipeout* brand, as the game is all about being different and alternative. 2097 also represents the futuristic advancement of the game," says producer Andrew Satterwaite. So with that name question out of the way, what's different? Well, *Wipeout 2097* features arcade styling, which means checkpoints, shield damage meters and pit lanes. Also, a much bigger role has been created for weapon-usage. You can now actually blow rivals out of the air, and they don't come back. Unfortunately, the same applies for you. Moreover, the team has included an energy bar which diminishes every time you take a hit or bump into a wall. It can be refreshed by nipping into the newly-installed pit lanes, or by an on-screen icon, but if it reaches zero your race comes to a sudden, abrupt and very definitely final end.

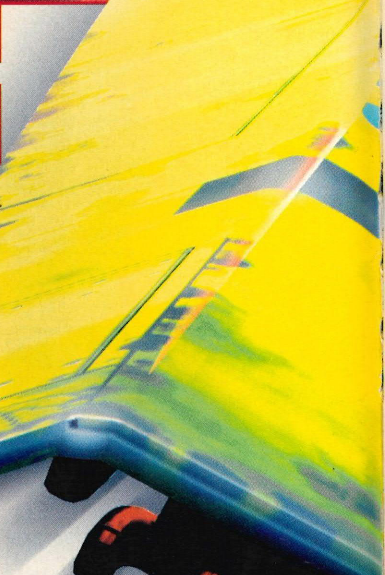
Blueprint

Publisher: Psygnosis
Developer: Reflections
% Complete: 55%
Expected Release Date: October
Origin: UK
No of Players: 1-2



[ABOVE] Neeeoooowwwwwww Boom! That's one less bothersome basket case to have to worry about.





WIPEOUT, DIFFICULT? SURELY NOT.

"*Wipeout* was seen as too difficult for a beginner," Andrew concedes to us, "so to tackle this we've changed a lot of the enemy dynamics and introduced checkpoints so that beginner players have a realistic short term goal, rather than the daunting prospect of starting the race in eighth and after three or four goes, feeling they'll never get to first place! Which can really try some people's patience!"

True enough. The name of the game this time around is to make *Wipeout* more varied in its feel, and to that extent Psygnosis has now added two new classes, Vector and Phantom to the existing, Venom and Rapier. The former is designed for those who found the original too hard, it's a nice and easy get you into the game

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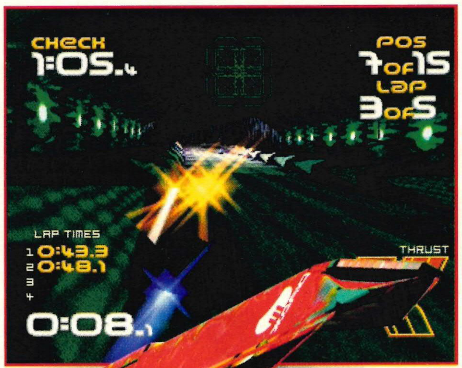
97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4
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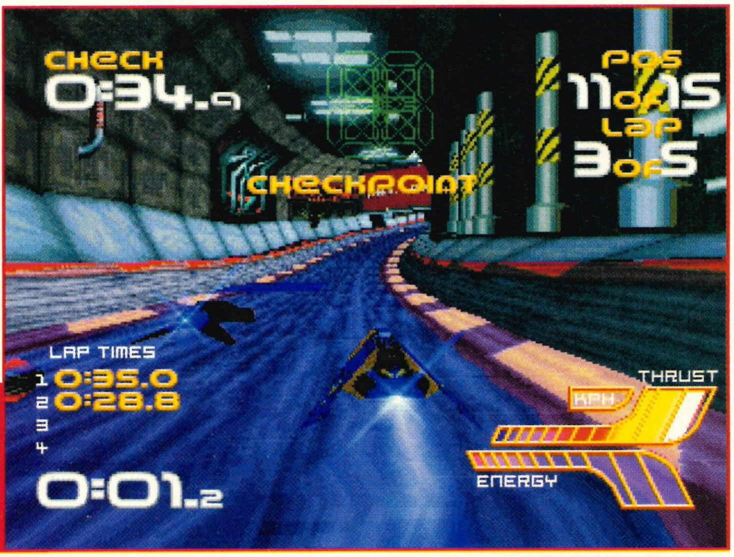
THRUST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LAP 3 OF 5
CHECKPOINT
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2 0:28.8
3
4
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THRUST
KPH
ENERGY

[RIGHT] I'm gonna git you sucker. Hadn't he heard about the new weapons in *Wipeout 2097*? Silly to fly straight in front of me if he had.

affair whilst the latter, secret class is promised to be about half as quick again as Rapier. Now that's fast.

Also, it loads quicker, the number of rivals has gone up to 12 and more weapons are included (missile, rockets, electrobolt, thunder bomb, mines, turbos, an autopilot(!), plasma bolt and emergency e-pak to replenish energy). The star here is the brilliant earthquake weapon which causes the track ahead to buckle and sends flame scorching down ahead of you, causing massive damage to rivals ahead.

"We've also provided the player with the option of ditching a weapon without activating it, and cut down on the number of weapons grids, so they'll have to be used with more thought," adds Andrew.

There are eight completely new circuits (two of them are hidden in the game) featuring impressive animated scenery such as a monorail and even weather effects.

CLEVER, CLEVER

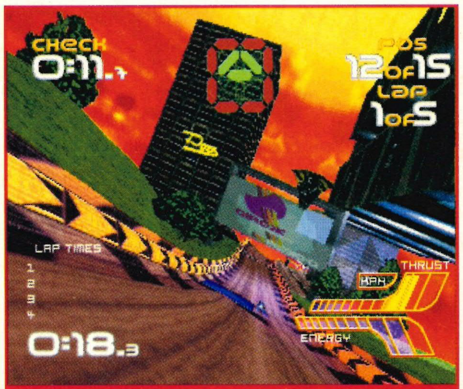
As you'd expect the AI of the CPU opponents has been enhanced, with a series of variables relating to weapons and racing ability given to each. So, instead of that feeling that your craft was the only one actually racing, and the others were there merely to get in the way, you should feel that everything is decidedly in the way, and trying to stop you to boot.

All teams – AG Systems from Japan, Auricom Research from the USA, Qirex from Russia and FEISAR from the European Consortium – have individual craft designs/textures and there is a hidden newcomer to the F5000 league, but you'll have to wait to discover who that is. Although, thinking along the lines of how you get the black car in *Ridge Racer* should put you on the right lines.

The only thing missing is a split-screen mode, but it appears the team thinks this just isn't possible.

"With a game like *Wipeout 2097*, that relies very much on being able to see both in the vertical and the horizontal whilst rolling and pitching like an aircraft, splitting the screen would restrict the players view by too much making it very difficult to judge corners and jumps."

Ah well, even *Wipeout 2097*'s not perfect then. Not quite, anyway.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POS 12 OF 15
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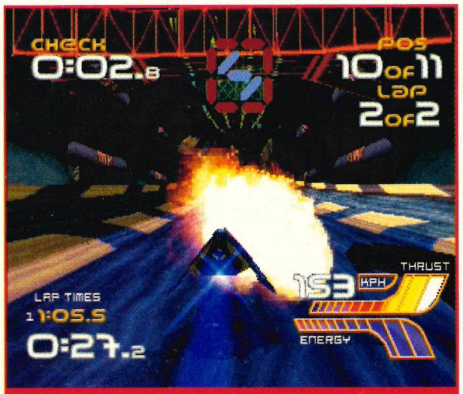
THRUST
KPH
ENERGY

[ABOVE] Controls in *Wipeout 2097* are a lot tighter, making the craft substantially easier to control. Having to use the air brakes and tilt the craft helps make sure it feels different to a straight car racer.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POS 10 OF 11
LAP 2 OF 2
LAP TIMES
1 1:05.5
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153 KPH
THRUST
ENERGY

[ABOVE] Did you know that after the 1995 F1 championship, Damon Hill could be found playing *Wipeout* and blowing rivals out of the air and yelling "Cut me up now you German swine." Strange that.

> "Splitting the screen would restrict the player's view, making it difficult to judge corners and jumps."
> Andrew Satterwaite, Reflections

CHECK 0:24.0
POS 12 OF 12
LAP 4 OF 4
0:08.1

CHECK 0:28.3
POS 11 OF 15
LAP 1 OF 5
0:06.6

CHECK 0:14.2
POS 11 OF 12
LAP 1 OF 4
0:40.2

SOFTOGRAPHY

PSYGNOSIS:

- Wipeout (Sep '95)
- Destruction Derby (Oct '95)
- Discworld (Oct '95)
- 3D Lemmings (Oct '95)
- NovaStorm (Nov '95)
- Krazy Ivan (Feb '96)
- Defcon 5 (Mar '96)
- Assault Rigs (Apr '96)
- adidas Power Soccer (June '96)

DESTRUCTION

Boom, baby!

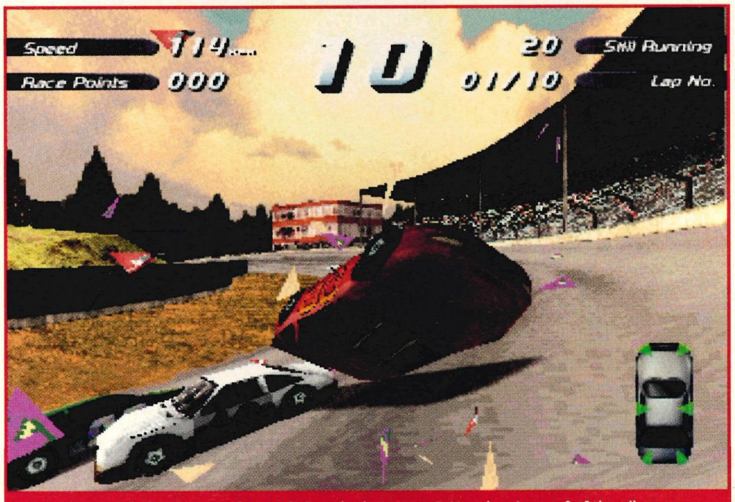
Destruction Derby 2 looks like the best thing since someone had the idea of taking a knife to a loaf and then wrapping it up in Mothers Pride packaging. If *Wipeout* was a good idea, then the original *Destruction Derby* was a fantastic strike of inspiration – stock car racing with flying bits of wreckage. Fan-tas-tic.

"After completing *DD* we realised that it was possible to take the game much further than we did with the time available on the original," admits boss Martin Edmondson.

"Doing a sequel also gives us a chance to address some of the criticisms directed at the first one and apply some of the new tricks we've learnt on coding with the PlayStation. During the development of *DD* we learned many new things which we simply didn't have time to exploit in the original."

Blueprint

Publisher: Psygnosis
Developer: Reflections
% Complete: 45%
Expected Release Date: November
Origin: UK
No of Players: 1-2



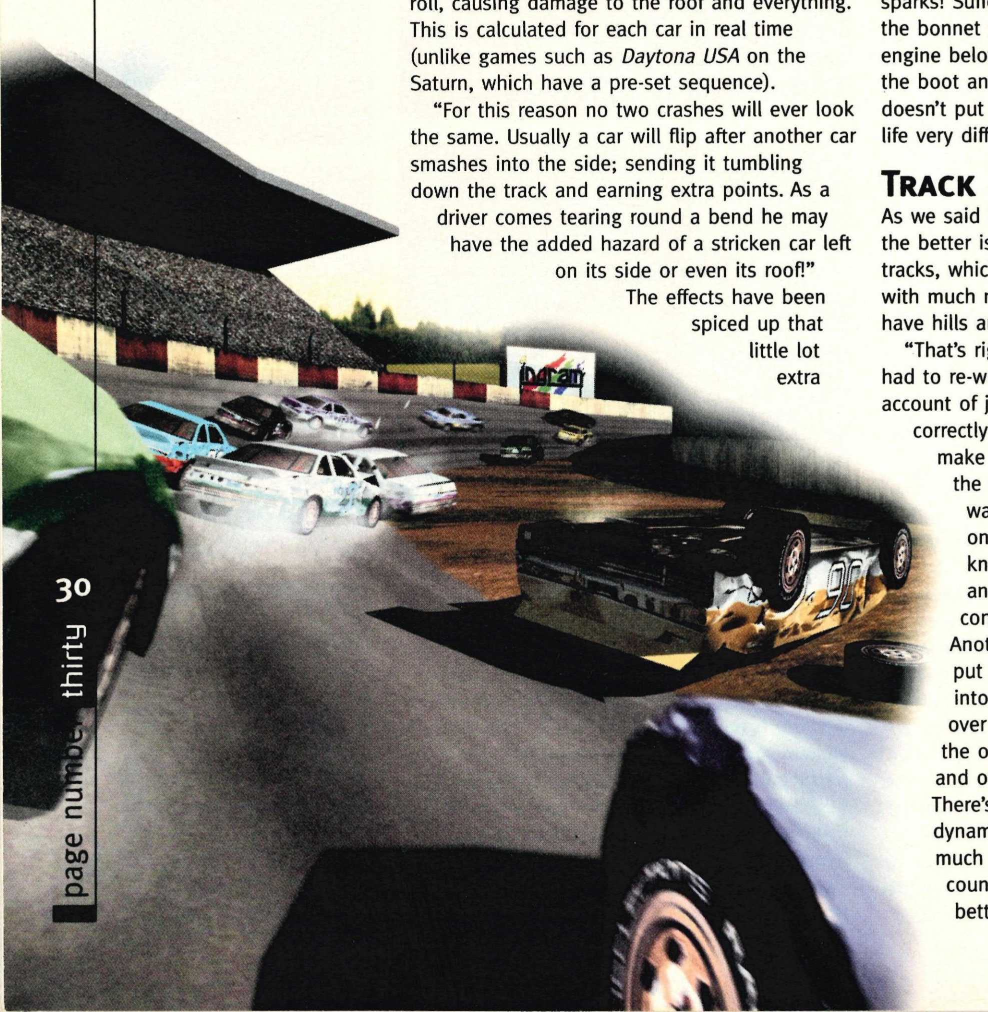
[ABOVE] Whooah baby, I'm out of control! Somebody stop me! Yup, here's proof of the all-new, sensationally sexy, knock the sods on the head, roll-over feature. As applied to me, unfortunately.

YOU'VE DONE WHAT?

Check this out for improvements: all the new crashes have real-time flips, rolls, cartwheels and after a big crash the cars can now flip and roll, causing damage to the roof and everything. This is calculated for each car in real time (unlike games such as *Daytona USA* on the Saturn, which have a pre-set sequence).

"For this reason no two crashes will ever look the same. Usually a car will flip after another car smashes into the side; sending it tumbling down the track and earning extra points. As a driver comes tearing round a bend he may have the added hazard of a stricken car left on its side or even its roof!"

The effects have been spiced up that little lot extra too. In addition to just smoking, *DD2* cars can now catch fire and explode. Also, scraping the car along the barriers throws up a shower of sparks! Suffer, a very hard front end shunt and the bonnet goes flying into the sky, exposing the engine below whilst a rear end smash loosens the boot and even wheels can go flying off. This doesn't put you out of the race, but does make life very difficult indeed.



TRACK ATTACK

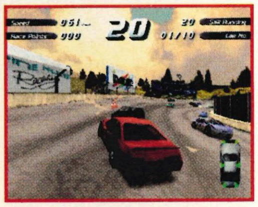
As we said last issue, one massive change for the better is the work being carried out on the tracks, which are now up to eight times longer with much more interesting scenery and even have hills and banked corners.

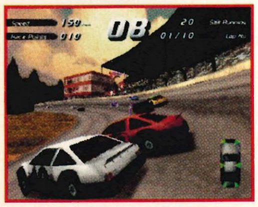
"That's right," chips in Martin. "For this we had to re-write the handling of the cars to take account of jumping off hills and dips, and rolling correctly on the banks. The tracks in *DD2* make the originals look very simple, but at the time of writing *DD* our main concern was keeping the speed up, with 20 cars on the screen at any one time. The knowledge we have gained since then, and applied to *DD2* has allowed considersbly more complex scenery."

Another killer effect, and many are being put in, is the jumps. Imagine scorching into a cross-over point, taking off, going over one car and clipping another going the opposite way, sending it through 360° and onto its roof. Not bad!

There's better suspension, the cars dynamics are much improved, making for much more realistic power sliding and counter-steering. Not to mention, the better lighting effects, and, wait for it, pit

"During the development of *DD* we learned many new things which we simply didn't have time to exploit in the original. *DD2* pushes the machine much harder than the original."
Martin Edmondson, Reflections.

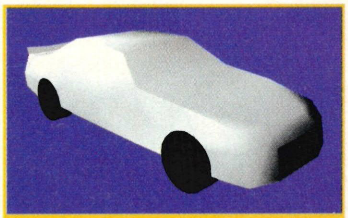




DERBY 2

UNDER CONSTRUCTION

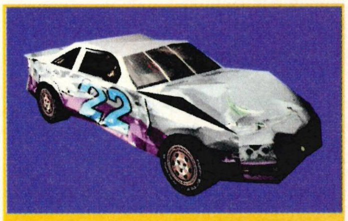
[1] Early doors still in the rendering process here. Reflections first create a wire frame of each car, shaping which polygons go where.



[2] After that it's time to add some substance to the frame. The result is this rather comedy toy stock car look, but at least we're getting there.

SHAPE YOUR MONEY MAKER

[3] And here we are, ready to rumble in the suped-up sexy 22 death mobile, as it's known around the Play office. Look at that gleaming bodywork.



[4] Of course, after a few races or two that toothpaste shine of the bodywork is fractured a little by all the bumps caused by the hurly-burly or wreckin' racing.

lanes. Never was there a game that needed pits more badly than *Destruction Derby*. After a few minutes wrecking you can pull into the pits and work on the major areas of the car dents, which can be squeezed out of the front, doors and rear in a timed stop.

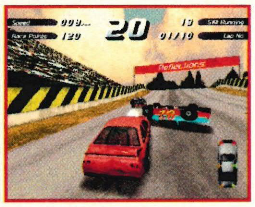
Death to caravans!

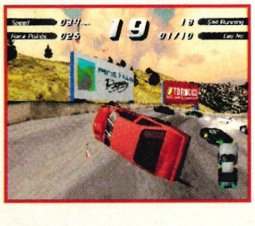
Again though, there's no split-screen option. Again though, the team has a plausible reason for this.

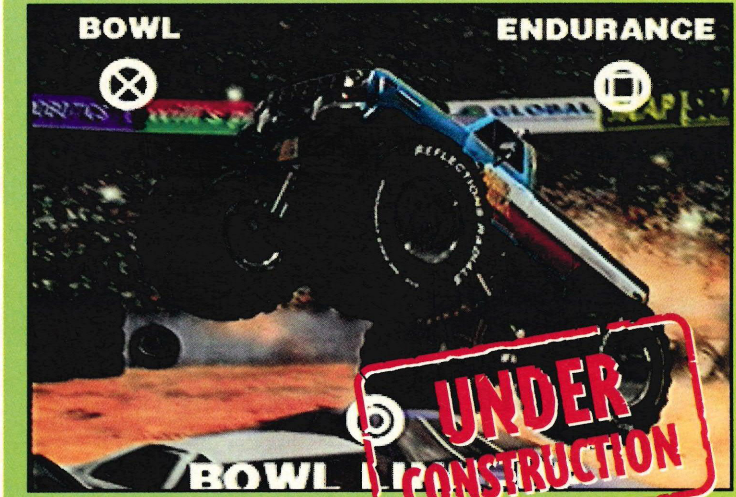
"Split-screen would be impossible for us to implement in *DD2*. A split-screen game has to calculate the screen scene twice (once for each player) and then display twice as many polygons since there are two possible views."

Oh well, never mind. It still looks the mutt's nutts though, and check out this idea for wierdness. "One of the daftest cncepts we're currently thinking about is that of towing a caravan/trailer. The idea of the game will be not to win the race or even wreck your opponents cars, but to destroy the caravans. They will have to effect the handling of the car properly, ie act like a heavy pendulum swinging off the back end of the car."

Caravan racing? Good grief, whatever will these boys come up with next? Can't wait to find out!





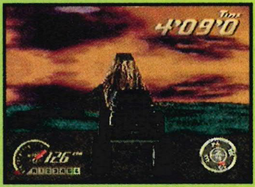


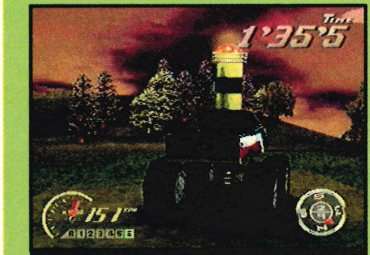
MONSTER TRUCKS

The third bar of the Psygnosis chiming car triangle is Reflections's second major project for the rest of the year, code-named *Monster Trucks*. It lines up head-to-head against Gremlin's *Gears 'n' Guts 4X4*, featured exclusively in this month's PlayStation Wired. Gamers can opt either to go for arena action in the form of Stunt Challenge, which includes car-crushing challenges where trucks compete against each other to cause the most possible damage to a bunch of sacrificial Escorts and the like or have a crack at the Long Distance Endurance Rally, which involves racing a pick-up truck across a landscape that wasn't exactly built with the internal combustion engine in mind. We're talking sand storms, blizzards, misty forests and wide open deserts in either pick-ups or low-slung buggies. Not to mention short training and racing circuits, time trial challenges. Work is still at an early stage, but the car models we've seen look the business, and with effects such as dust clouds, water spray, lens flare, for and changing weather conditions, MT is one we'll be casting an extra-special eye towards over the next few months.

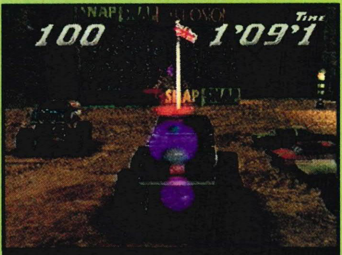
Blueprint

Publisher: Psygnosis
Developer: Reflections
% Complete: 30%
Expected Release Date: January '97
Origin: UK
No of Players: 1-2





[Above] Like Gremlin's off-road game, you get to drive all over the countryside.



[Above] But there's also a stadium gig where you get to crush cars. Nice lens flare.

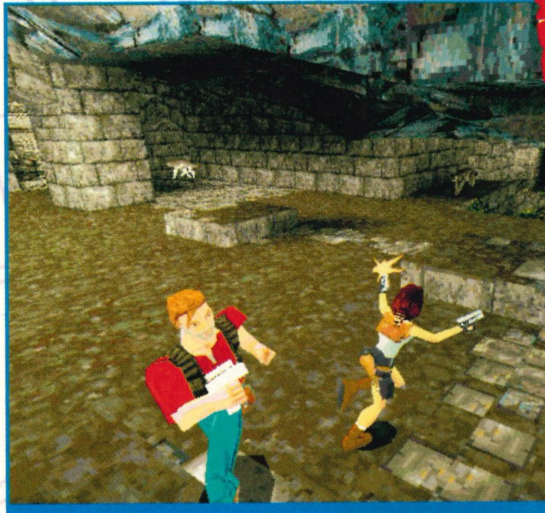
TOMB RAID

UNDER CONSTRUCTION

EXCLUSIV

WE'VE BEEN AFTER THIS BABY FOR MONTHS NOW AND FINALLY THE WORD CAME THROUGH THAT *TOMB RAIDER* FROM CORE WAS READY TO BE UNVEILED EXCLUSIVELY TO PLAY READERS. HOLD ONTO YOUR HATS AND ANY OTHER SOFT DANGLY OBJECTS BECAUSE THIS IS THE BEST PSX GAME YET!

WRITTEN BY DAMIAN BUTT

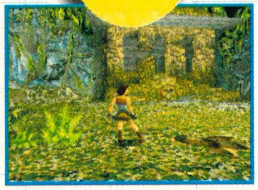


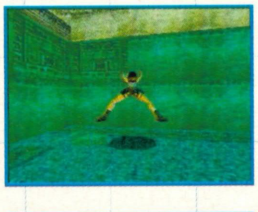
[ABOVE] This is one of the human characters from the game, a beefy lumberjack bloke with a large gun. The human enemies in *Tomb Raider* track you using their line of sight. If you hide, they can't find you. The wolves however can smell you out!

Resident evil – Pah!

I blow raspberries in its general direction. It may have blood, zombies and corny acting, but it's not exactly speedy is it? Well Core Design has a new game and it's going to wipe the rapid froth from *RE's* lips and then kick it into touch. It's called *Tomb Raider*, and if it isn't the best PlayStation game so far then I'm quite willing to park my new sports car underneath a canopy of weak bladdered seagulls. Trust me on this one.

Here at PLAY we rarely give our front cover to just anything. We have had *Dark Forces*, *Resident Evil*, *Soul Edge* and now this month, *Tomb Raider*. Mammoth games all, but why should you be getting all excited over this hither-to unknown game? Well if I said that it is bigger, faster, cleverer, contains more traps and puzzles and has a better looking central character than *Resident Evil*, then you'd be surely interested, right? And then if I followed up with the fact that it's gorgeous to look at, contains ten huge levels filled to the brim with fiendish goings on and incredible polygon creatures, and it's as playable as *Mario 64*, then if you've got any sense you should be reaching for your chequebook.

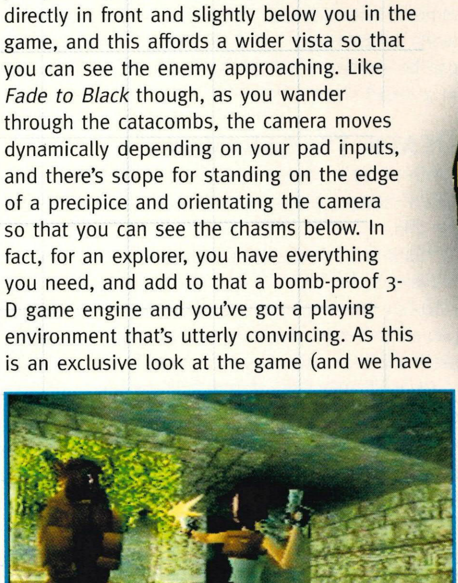




HELLO BOYS!

Tomb Raider is a 3-D adventure game featuring the English explorer, Lara Croft, who's lifelong quest is to find an artefact called The Scion. To do this she must explore ten labyrinths found all over the world (from ancient Greek to Aztec and Egyptian) and in each there are many puzzles to solve and slavering beasts to conquer. It's no place for a girlie you might think, but Lara's made from tougher stuff than most, and to help her she has a pair of rapid firing pistols, a torch, Swiss army knife, ball of twine, and quite the most lethal pointy breasts this side of Madonna! Lara is well equipped to deal with any situation, be it creepy old Nazis, cackling Frenchmen, grizzly bears, wolves, crocodiles, man-eating plants or snakes. There's even a chance to practice your moves in Lara's stately home before embarking around the world.

The game is played in third person perspective, which basically means Lara is directly in front and slightly below you in the game, and this affords a wider vista so that you can see the enemy approaching. Like *Fade to Black* though, as you wander through the catacombs, the camera moves dynamically depending on your pad inputs, and there's scope for standing on the edge of a precipice and orientating the camera so that you can see the chasms below. In fact, for an explorer, you have everything you need, and add to that a bomb-proof 3-D game engine and you've got a playing environment that's utterly convincing. As this is an exclusive look at the game (and we have



Blueprint

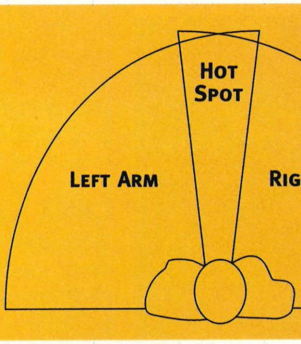
Publisher: Core Design
Developer: Core Design
% Complete: 50-60%
Expected release date: November
Origin: UK
No of players: 1

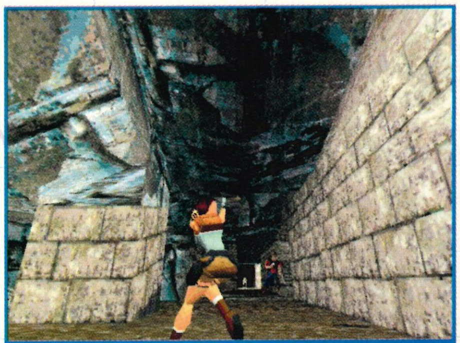
ER

> "I'd say she [Lara Croft] is more Sandra Bullock than Pamela Anderson; feisty, but with a brain."
> *Toby Gard, Core Design*

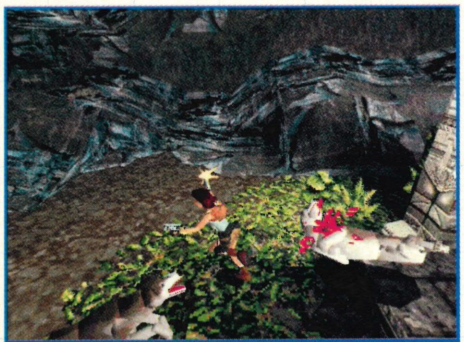
DO YOU FEEL LUCKY, PUNK?

THE TARGETING SYSTEM IN *TR* IS VERY CLEVER. IF YOUR OPPONENT IS IN THE HOT SPOT, BOTH GUNS WILL SNAP TO IT, OTHERWISE EACH ARM WILL LOCK TO THE CLOSEST TARGET WITHIN THE RANGE OF ITS OWN FIELDS.

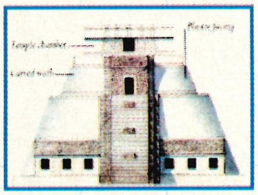


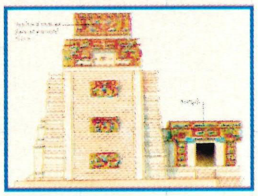


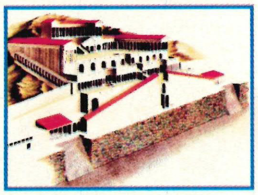
[ABOVE] Whoah – taken by surprise. Check out that body position, and remember, no motion capture was used.



[ABOVE] Blam, blam blam! Hope the RSPCA don't get wind of this. Wolves, aren't they an endangered species?







an exclusive review as well!), I had better talk to the team behind the game: Toby Gard (lead artists/originator), Paul Douglas (PSX programmer), Neil Boyd and Heather Gibson (maps, level design) and Gavin Rummery (level editor), all of whom are currently working late nights to finish *Tomb Raider* by August, a tough task, as a) it is only about 50-60% complete, and b) they are all perfectionists.

MAJOR LEAGUE YABBOS

The walls in the programming den are plastered with hundreds of sketches, photos and photocopies of many different temples, ziggurats and pyramidal structures spanning every conceivable ancient civilisation. These are the basis of inspiration for the complex labyrinths that make up *Tomb Raider's* ten levels, and a special level editor was written specifically for the project because of the vast amount of detail and the fact that the game takes place on many different plains. The inspiration for *Tomb Raider* comes from a variety of sources, as Toby Gard, the game's designer explains.

"I wanted an alternative view to all that first person *Doom* shit of which there is far too much. *Tomb Raider* is a cross between *Prince of Persia*, which is an excellent game for traps and pitfalls, and the *Indiana Jones* films."

So nothing from the golden age of computing helped shape the game at all? It is very similar to the game, *Pyracurse*, which also had you controlling explorers solving puzzles and avoiding traps in a large temple.

"Not at all – everything was contemporary, although there was a game on the Spectrum that actually used the same perspective as *TR*. Imagine that, a first person perspective game in the mid Eighties."

"No way," PlayStation programmer Paul Douglas exclaims.

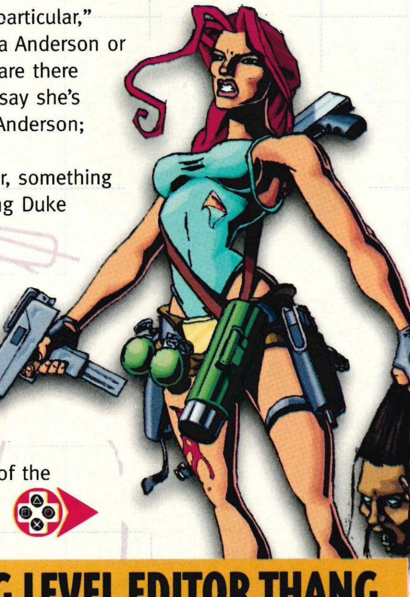
"Yeah. It was called, Mask of something. Amazing idea, haven't seen it for ages though."

We then spend a while talking about some classic old games before returning to the central character of *TR*, Lara Croft, a feisty, pointy, athletic woman with a pair of cripplingly tight hotpants and a crop-top. Surely there are hints of Pamela Anderson in there, or even Tank Girl perhaps?

"Lara's not based on anyone in particular," explains Gard, "certainly not Pamela Anderson or Tank Girl, although the similarities are there because she's a fit looking girl. I'd say she's more Sandra Bullock than Pamela Anderson; feisty, but with a brain."

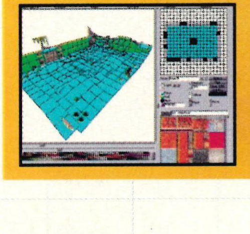
So why the female lead character, something of a novelty in a world of gun-toting Duke Nukems? Gard again...

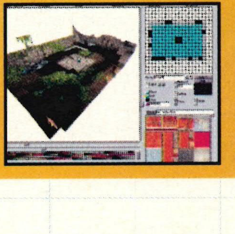
"The perspective we've chosen means that for most of the game you are looking at the character's backside. I thought it would be more preferable to look at the rear of a nubile young woman than a muscley bloke [hoots of agreement from the rest of the team] and I also wanted the game to stand out from the crowd."

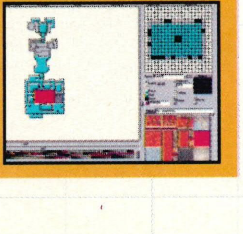


GAVIN'S AMAZING LEVEL EDITOR THANG

SPECIALLY WRITTEN FOR *TOMB RAIDER*, THIS VERSATILE LEVEL EDITOR ALLOWS THE DEVELOPERS TO CRAM IN TONS OF DETAIL AND MAP COMPLICATED TEMPLES WITH EASE.

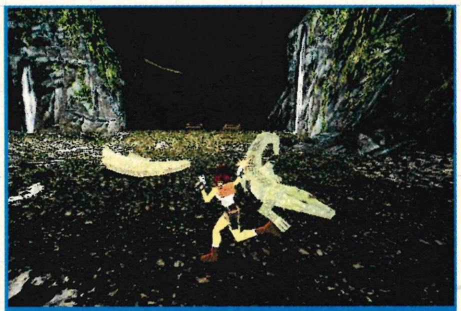






SOFTOGRAPHY

CORE DESIGN:
1988 Rick Dangerous (Amiga, on Firebird label)
1989 Rick Dangerous II (Amiga, ST, PC)
1990 Corporation (Amiga, ST, PC)
1991 Chuck Rock (Amiga, ST)
1991 Heimdall (Amiga, Atari ST, PC)
1992 Jaguar XJ220 (Amiga)
1993 Chuck Rock II (Amiga)
1993 Thunderhawk (Mega CD)
1993 Wonder Dog (Amiga)
1994 Bubba 'n' Stix (Mega CD)
1994 Soulstar (Mega CD)
1995 Firestorm: Thunderhawk2 (PlayStation)
1996 Shellshock (PlayStation)


[ABOVE] Later in the game, Lara encounters some deadly reptiles which need to be shot in the head, or have a pencil jammed in the pressure point behind the eye, apparently.

DEAD HEAT IN A ZEPPELIN RACE

One unique aspect of *Tomb Raider* is the way Lara uses her weapons and how they target the enemy. When you start the game you are in a small cavern which is suddenly full of ravenous wolves leaping in all directions. If it was a *Doom*-style perspective, all you would do is back yourself into a corner shouting macho obscenities and keep pumping away whilst side-stepping from left-right. But because you play *TR* from behind and above the character's line of sight, it would be nigh-on impossible to shoot at a moving target with any degree of accuracy. As Gard explains, games like *Bioforge* and *Fade to Black*, which use the same viewpoint, can be frustrating when the situation requires a clinical finish.

TR solves the problem with a clever targeting system which means that Lara automatically lines her sights on anything in front of her, and follows its movements wherever it goes. If, for example, a wolf or grizzly bear stands directly in front of her, both pistols remain fixed on the target – *Reservoir Dogs*-style. But if the enemy moves to Lara's left, you do not need to turn to face it because she instinctively drops her right arm and the other keeps the enemy in her sights. What this translates to is that you can leg it into a room full of wolves, leap, somersault and roll all over the place whilst shooting madly, and your bullets will always find their mark as long as you are vaguely facing the enemy. It's clever; means you can have fun duckin' and a divin' to avoid slavering jaws, and yet you still feel like a crack shot. After all, it's not Lara's fault that you are controlling her from this perspective, so why should she be penalised for it?

LARA LAUGHS

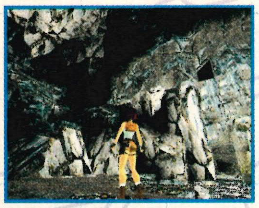
Apart from the 3-D engine, which conveys the depth and menace of the levels perfectly, the most impressive thing about *TR* is the animation on Lara and the many creatures/characters she faces. I'm told that the polygon count on Lara is upwards of 4,000 which certainly accounts for the detail and number of moves she seamlessly breaks into. But what's really amazing is that she is not motion captured – it's all animation. Toby Gard started with Lara first and it has certainly paid dividends because the animation is so smooth, you'd swear that it was done using the old ping pong ball in a laser beam trick.

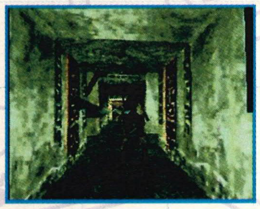
"She doesn't do things that look wrong," Gard is proud of his work, with good reason. "All the animation is entirely realistic. I wanted to give her grace as well as include all the frenetic action of a John Woo movie."

Lara runs, side-steps, somersaults, backflips, dives, falls, grabs onto ledges by the tip of her fingernails, and swims with all the fluidity of a real person. Words cannot describe how sensational the effect is, you really have to see it in action to believe it. It all goes to make *Tomb Raider* one of the best looking games there is.

SCION ORGANISER

Tomb Raider is one of the first games on PlayStation that has actually impressed us. Oh sure there has been the odd level or graphical effect that has elicited 'oohs' and 'aahs' from the PLAY team, but this is the game that has everyone fired up at the moment and so it was vital to get the exclusive, which we did. It goes without saying that you should seriously consider *TR* for your collection, and even though the game is first coming out on the Sega Saturn in October, you can still sit back and smile at those sad Sega owners because we've heard it straight from the horses' mouth – the PlayStation is by far the best version, and it's significantly faster too. *Tomb Raider* will be released in November and we'll have a review soon, don't miss it.

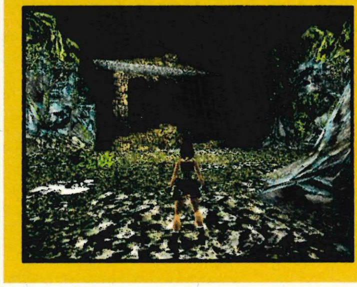


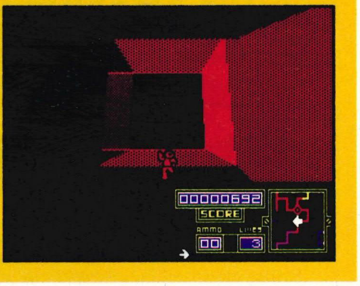


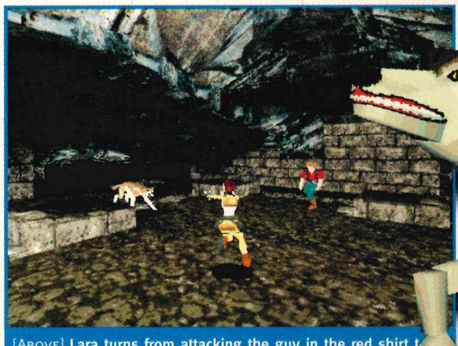
> **"All the animation is entirely realistic. I wanted to give her grace as well as include all the frenetic action of a John Woo movie."**
> *Toby Gard, Core Design*

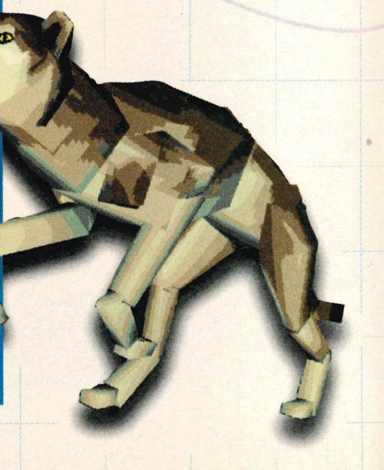
SEPARATED AT BIRTH

TOBY GARD SPOKE OF A SPECTRUM GAME CALLED MASK OF SOMETHING, WHICH HE BELIEVED WAS THE FIRST EXAMPLE OF A THIRD PERSON PERSPECTIVE GAME, AND BEHOLD – WE HAVE TRACKED IT DOWN. THE GAME IS CALLED *I OF THE MASK*, IT WAS RELEASED IN 1985 BY SANDY WHITE AND ANGELA SUTHERLAND AND IT IS INDEED VIEWED FROM ABOVE AND BEHIND THE CHARACTER. IT JUST GOES TO PROVE THAT ALL GAME STYLES WERE FIRST WRITTEN ON THE SPECTRUM 48K IN THE EARLY TO MID-EIGHTIES – FACT!






[ABOVE] Lara turns from attacking the guy in the red shirt to the more immediate danger – a wolf bounding in from the left. See how both her hands are targeting the animal but her feet are still facing forward. Amazing.



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BROKEN SWORD

The PlayStation may be one big adventure for Sony, but the chance to play adventure games has so far been missing. It's time for a Revolution in thinking – so it's a good job Revolution Software's *Broken Sword* is on the way.

Written By Ian Lynch

Mad clowns

and Americans go out in the Parisian sun, apparently. *Broken Sword* hero George Stobard is the American in question. George is also bright, naive, young and more than a little bored with his French vacation. A chance coffee at a cafe is to change his life... George's attempts to chat up a visiting waitress are rudely interrupted by a clown (literally), who rather impolitely (must be a French clown then) blows up the cafe! George emerges from the rubble and decides to investigate...

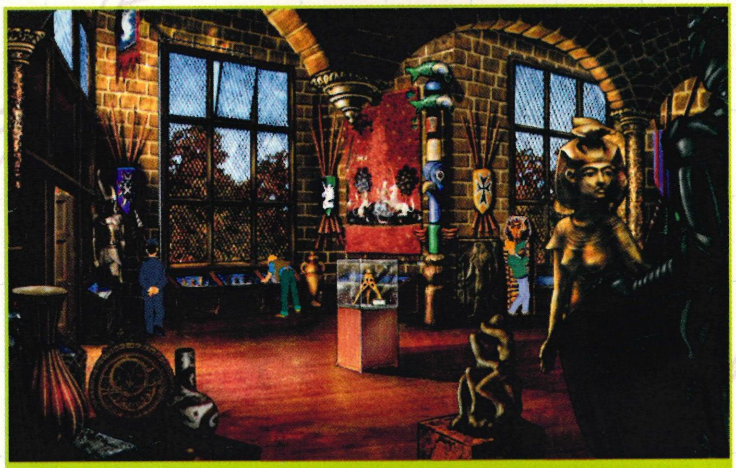
So begins adventure-master Revolution Software's latest attempt to capture the world's imagination and have Joe and Josie Gamer working out how to solve its fiendish, but always logical puzzles. Good luck to them, I say.

PlayStation point 'n' click adventures have been a bit thin on the ground, um, there's been Psygnosis' *Discworld* (74% in issue one) and well, that's yer lot. Thank god for Revolution Software then. The 20-strong York firm has caught the attention of the big boys through its two previous PC titles, *Lure of the Temptress* and *Beneath A Steel Sky* and has been working on PC *Broken Sword* for two years, and the PlayStation conversion for the last six months. Having seen near-completed versions of the game on both machines, this correspondent is proud to report that the PlayStation version is certainly the smoother and better looking.

Time Bandits

"We're not trying to give anyone a history lesson," says Revolution boss Charles Cecil, "but the Knights Templar is a fascinating tale and so there is a lot of history in the background to *Broken Sword*, although you don't actually have to know the story to progress."

Charles certainly has a lot of enthusiasm for his chosen plot subject, just as well really as the plot is, of course, rather important in detective stories, which is what *Broken Sword* is.



[Above] **It can't really be stressed enough how much effort has gone into the way *Broken Sword* looks. Just look at the number of objects in this scene, and the lighting effects, the touches like polished floors. Lovely.**

"We always write our plots in the form of a short novel so any weaknesses are highlighted well before the actual game structure is composed," adds Charles.

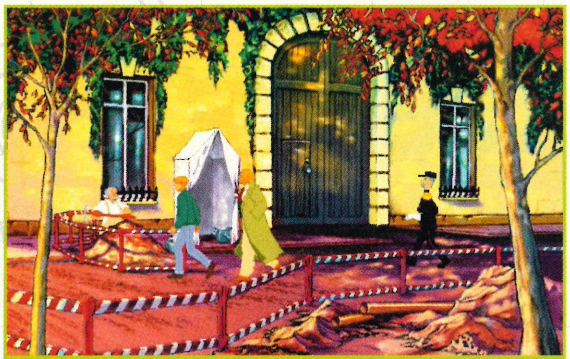
Broken Sword was apparently edited by a BBC staffer, no less. To fill you in on the Knights Templar, they were a band of warrior monks who having done the Crusades Conquer Constantinople gig, spun off to set up their own sect and generally beat people up, and (despite taking vows of poverty) grab a lot of money in the name of Christianity. They became seriously good at this, amassing huge wealth and picking up the odd religious icon on the way (including, according to legend, the holy grail.) In the middle of the 14th Century, they disappeared. But, being in the know, you guys don't believe that for a minute, do you? What this has to do with George's mid-afternoon cuppa being rudely disturbed by a Clown-inspired explosion is for you to find out!

Blueprint

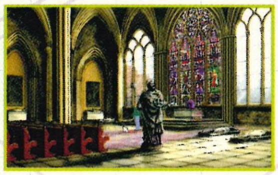
Publisher: Sony Computer Entertainment Europe
Developer: Revolution Software
% Complete: 70%
Expected Release Date: September
Origin: UK
No of Players: 1

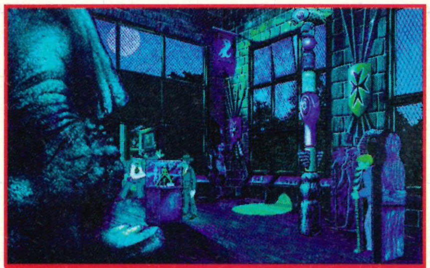
“LOOK AFTER THE LITTLE THINGS…

AND THE REST TAKES CARE OF ITSELF” IS THE OLD SAYING, AND REVOLUTION HAS CERTAINLY DONE THAT. A PHENOMENAL AMOUNT OF WORK HAS GONE INTO THE ANIMATION OF REVOLUTION'S CHARACTERS. IN FACT, WHEN WE TOLD GEORGE HERE HOW MANY FRAMES HIS WALK WAS MADE UP OF, HE FAINTED.

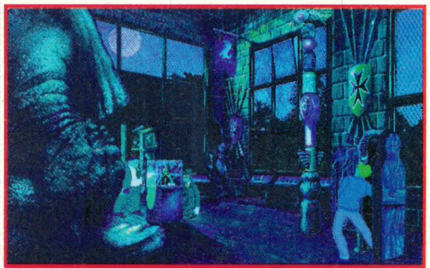


[ABOVE] Funnily enough, the detectives take quite a bit of convincing that George had nothing to do with the Cafe-bombing and can prove quite annoying at times.

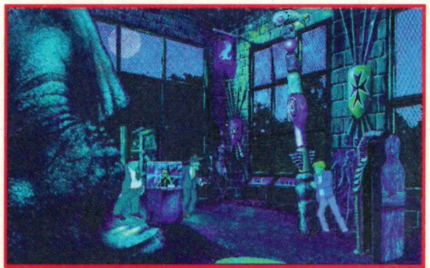




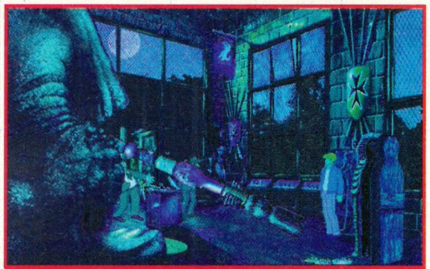
[ONE] In this situation, George has discovered a secret passage from which he emerges to witness dastardly goings on. It looks like those two mobsters are armed and dangerous as well.



[TWO] At times like this, you have to think quickly. Revolution says all the puzzles in the game are logical, so surely there must be something in the room to take on two armed men?



[THREE] Spotting the totem pole, George quickly puts two and two together to come up with a plan. He skips across the room, puts his shoulder to work and before the bad guys can react…

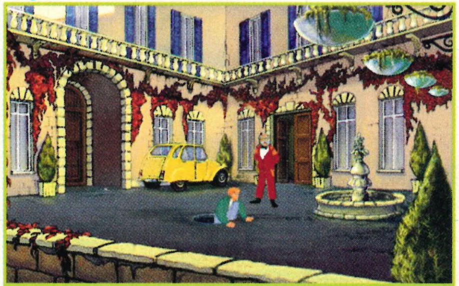


[FOUR] …The pole thunders towards them! Yeah! Strike one to the good guys! Or is it? It looks like George has missed, which means he's got about two seconds to make his next move. Erm…

WHO NEEDS DISNEY WHEN…

…you can produce computer animation like this. The investigative journey in *Broken Sword* certainly won't be a strain on the eyes. Actually, the European specialists brought in to do the graphic layouts in *Broken Sword* have worked on cartoon movies such as *An American Tale* and *Tank Girl,* and this knowledge has been put to good use. Revolution has decided you'll see the action from a much lower viewpoint than in previous games, so instead of looking down on the action, like in *Discworld*, gamers are almost sitting in a cinema seat; controlling what's being played out in front of their eyes. Blimey! It sounds like an interactive cartoon movie, doesn't it?

This kind of detail has been extended to the soundtrack, which features about six hours worth of music floating in and out of the target 40 hours of gameplay. Composed by *Inspector Morse* theme tune man, the splendidly-named Barrington Pheloung, the music is designed to be unobtrusive, but also acts as a warning in some situations – but only the first time you visit one of the 80-odd lushly drawn locations.



[ABOVE] George always seems to be messing around in sewers, or back alleys, or tunnels, or something. What is it with these Americans? And why did he have to be a Yank anyway?

Basically, *Broken Sword* already looks good, already sounds good, and all that remains to be seen is how well the puzzles are implemented to see if the gameplay can match the sumptuous presentation.

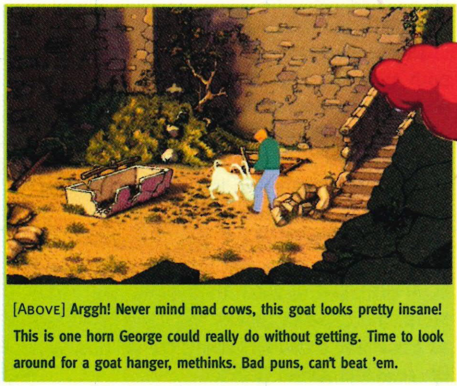
One to watch.

SOFTOGRAPHY

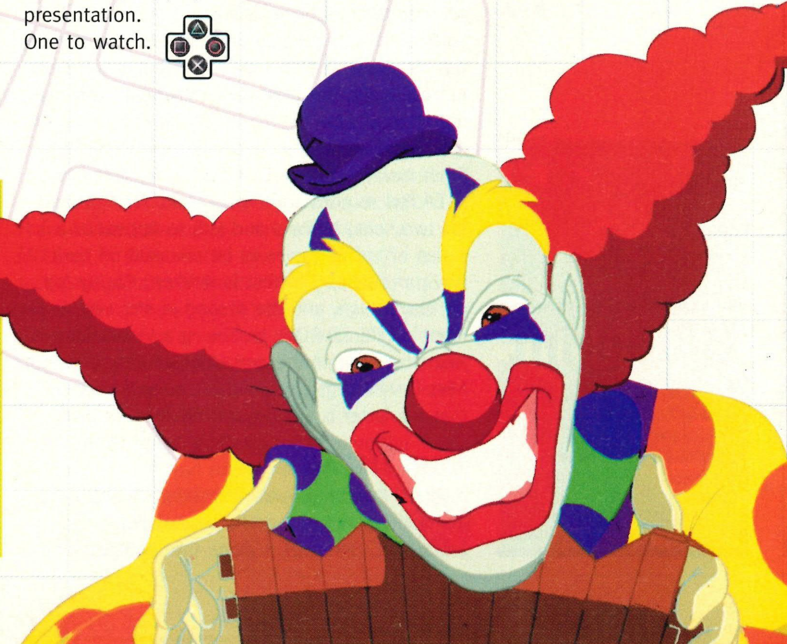
REVOLUTION SOFTWARE:

Lure Of The Temptress
(1992, Amiga, PC)
Beneath A Steel Sky
(1994, PC)

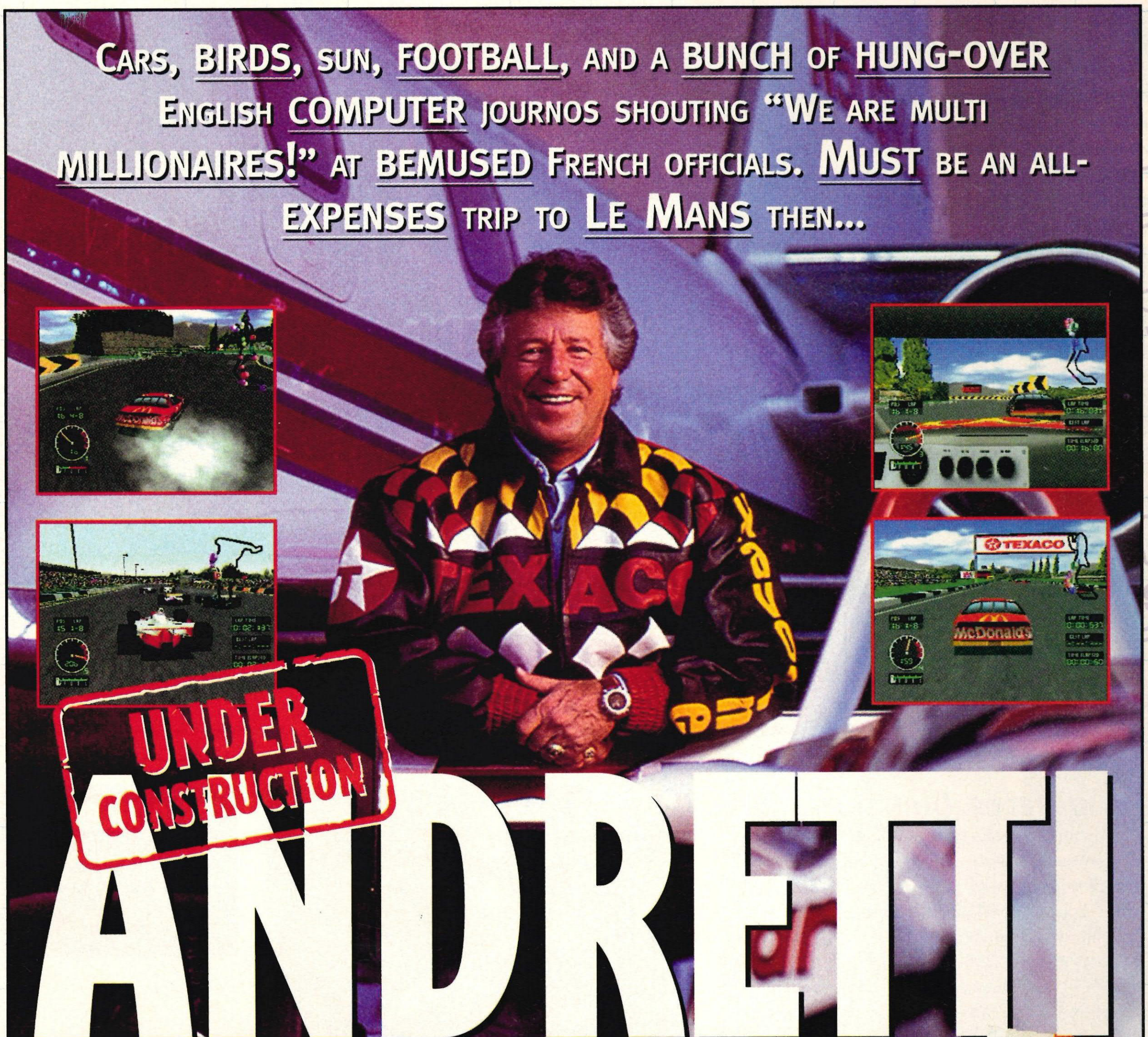
> “We always write our plots in the form of a short novel so any weaknesses are highlighted well before the actual game structure is composed.”
> *Charles Cecil, Revolution Software.*

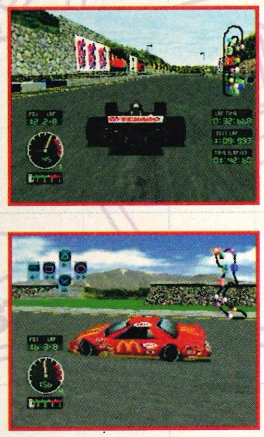


[ABOVE] Arggh! Never mind mad cows, this goat looks pretty insane! This is one horn George could really do without getting. Time to look around for a goat hanger, methinks. Bad puns, can't beat 'em.



CARS, BIRDS, SUN, FOOTBALL, AND A BUNCH OF HUNG-OVER ENGLISH COMPUTER JOURNOS SHOUTING "WE ARE MULTI MILLIONAIRES!" AT BEMUSED FRENCH OFFICIALS. MUST BE AN ALL-EXPENSES TRIP TO LE MANS THEN...





UNDER CONSTRUCTION

ANDRETTI RA

Written By Damian Butt

Ref. 61406
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ACTION AUTO MOTO
Le Premier Magazine de l'Automobiliste
24 HEURES DU MANS
15-16 JUIN 1996
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GRATUIT
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Sleep deprivation

has me made irritable. I am locked in a suite above the Gulf McLaren pits during the legendary Le Mans 24 hour race and all I can think about is my bed, some decent food (none of that French rubbish), and why the GT cars have to be so damn noisy. If you've got a bastard behind the eyes, Le Mans is not the place to find yourself on a blisteringly hot weekend, but that's exactly where I was on the 15-16 of June for the launch of Electronic Arts' two hottest new racing games using the firm's newly acquired licence: the Andretti family!

EA has recently signed up Mario Andretti and his two sons, Michael and Jeff, to appear in a series of racing games to be released on their EA Sports label. The first is *Andretti Racing '97* on PlayStation, and the second is *McLaren At Le Mans* on PC CD-ROM, but being a tenacious journalist with all the morals of a horny dog at a Miss Lovely Legs competition I soon found out that the latter is coming to PSX soon as well.

TOP TIFFANY

Andretti Racing '97 was first debuted at the E3 show in Los Angeles and everyone was impressed. Here was a game that boasted all the speed and excitement of *Formula One* by Psygnosis, but managed to include a four player link-up option (using split-screen and two PlayStations) and two completely different styles of play: Indycar and Stock Car racing. One features the precision driving and technical expertise of the American equivalent of Formula One, and the other is mad destruction derby racing using huge Fords with mammoth V8 engines and tons of torque. The idea being that twice the choice means double the fun. And they're right.

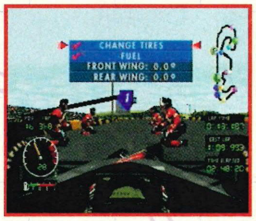
The Le Mans trip was the official launch of both Andretti games and the first real chance to test *Andretti Racing '97* to its limits, and being a bit of a car buff, the 24 hour race itself held no small allure. This year it was to be dominated by the new Porsches which left even the mighty McLarens of Gulf and Harrods trailing in their wake. Even Tiff (don't call me Tiffany) Needell from BBC's *Top Gear* and the Newcastle United team managed to finish the race in their Lister Storm though, and thanks to EA we got to see it all from only a few feet away. Marvellous. What? Oh yeah the game.

Blueprint

Publisher: Electronic Arts
Developer: EA Sports
% Complete: 80%
Expected Release Date: September
Origin: USA
No of players: 1-4

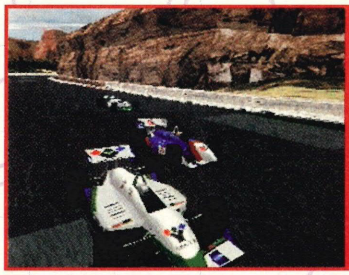
SOFTOGRAPHY

EA Sports:
PGA Tour '96
FIFA '96
NBA Live '96

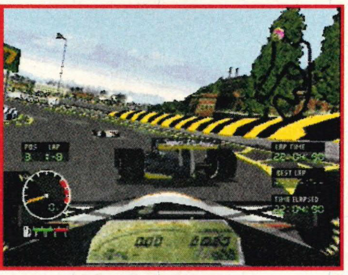


racing school
Topics:
Mario Andretti

[Above] The spectacular and loud Gulf McLaren which is seen here being refuelled right underneath our noses. [Left + Top] *Andretti Racing* captures the racing feel well.



[Right] *Andretti Racing* features both Indy and Stock Car racing. This is the fab in-car view during an Indycar race. [Left] *McLaren at Le Mans* has only just been started on PlayStation but it looks promising.



A SNIP AT HALF A MILLION, GUV

The McLaren F1 GTRs racing at Le Mans and those featured in Electronic Arts' brand new game, *McLaren at Le Mans*, are the fastest production cars in existence, and you can buy a road-going one for a cool £540,000. Just think, you can trade in your Mondeo TD, borrow the difference, and with monthly payments of... ooh, £14,700 a month over three years, or £833 per month for the next 50 years, you could buy the front hub cap. Bargain or what. Or you could choose to buy a Ford Fiesta which is... cheaper. *Fiesta At Le Mans* doesn't have the same ring to it though, does it?

[MCLAREN F1]

Engine: 6.1 quad-cam 48-valve V12 made by BMW.
Price: £540,000
Top speed: 231mph
0-60: under 3 seconds.
Power: 627bhp.

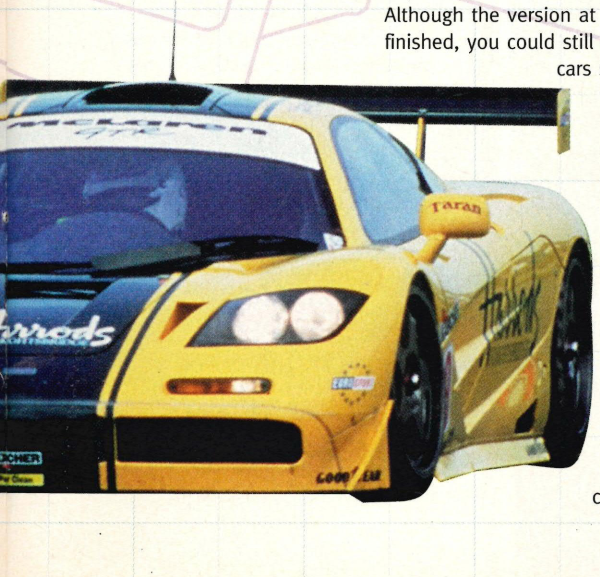
[FORD FIESTA 1.4 SI]

Engine: 1.4, dohc 16-valve
Price: £10,310
Top speed: 108mph
0-60: 11.2
Power: 89bhp

CING '97

ANY RELATION TO LAUNDRETTI?

First off it has to be said that *Andretti Racing '97* does not feel as intense or realistic as Psygnosis' *F1* game. The developers have quite obviously gone for a more fun and forgiving handling system and this suits the look of the game too. The graphics are bright and colourful, but are still impressive and move at a cracking pace. Although the version at Le Mans was hardly finished, you could still marvel at the way the cars slide around the track if you got it horribly wrong, and the two player split-screen and PlayStation link-up mode worked well and offered endless fun. Whereas *F1* will capture the hearts of the purists, *AR '97* is aimed fairly and squarely at the people who just want to get out there and burn some rubber without worrying about suspension settings and camber adjustments.

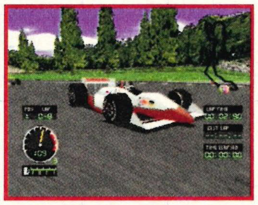


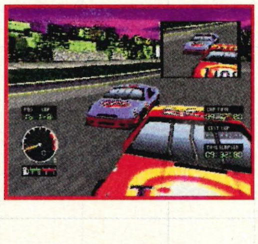
AR '97 also contains a unique picture-in-picture facility (y'know, like posh TVs) whereby you can call up various alternate views, such as looking behind the car, or with the race leader, and have it displayed in a corner of the screen. The races themselves can be played from three angles: driver's seat, above the car and behind the car, and in the Indycar races for example, the driver's seat view shows your arms clenching the steering wheel and all the working dials, unlike Psygnosis' game which ignores this important and realistic viewpoint.

EA's *McLaren At Le Mans*, is a different game entirely, and although it is barely even started, we know it will be a more complex simulation than *Andretti Racing '97*. You will control a McLaren F1 GTR, exactly like the one in the real race (see pictures littered about this feature), and to win the game you will have to rely on seat-of-the-pants driving as well as the reliability of the car and conditions. The game probably won't see the light of day on the PlayStation until the real race next June. We'll keep you posted.

Andretti Racing '97 looks to be a worthy adversary for *F1* and with Andretti's name behind it the game should go down a storm in Italy at least. More news soon and maybe even a first review.

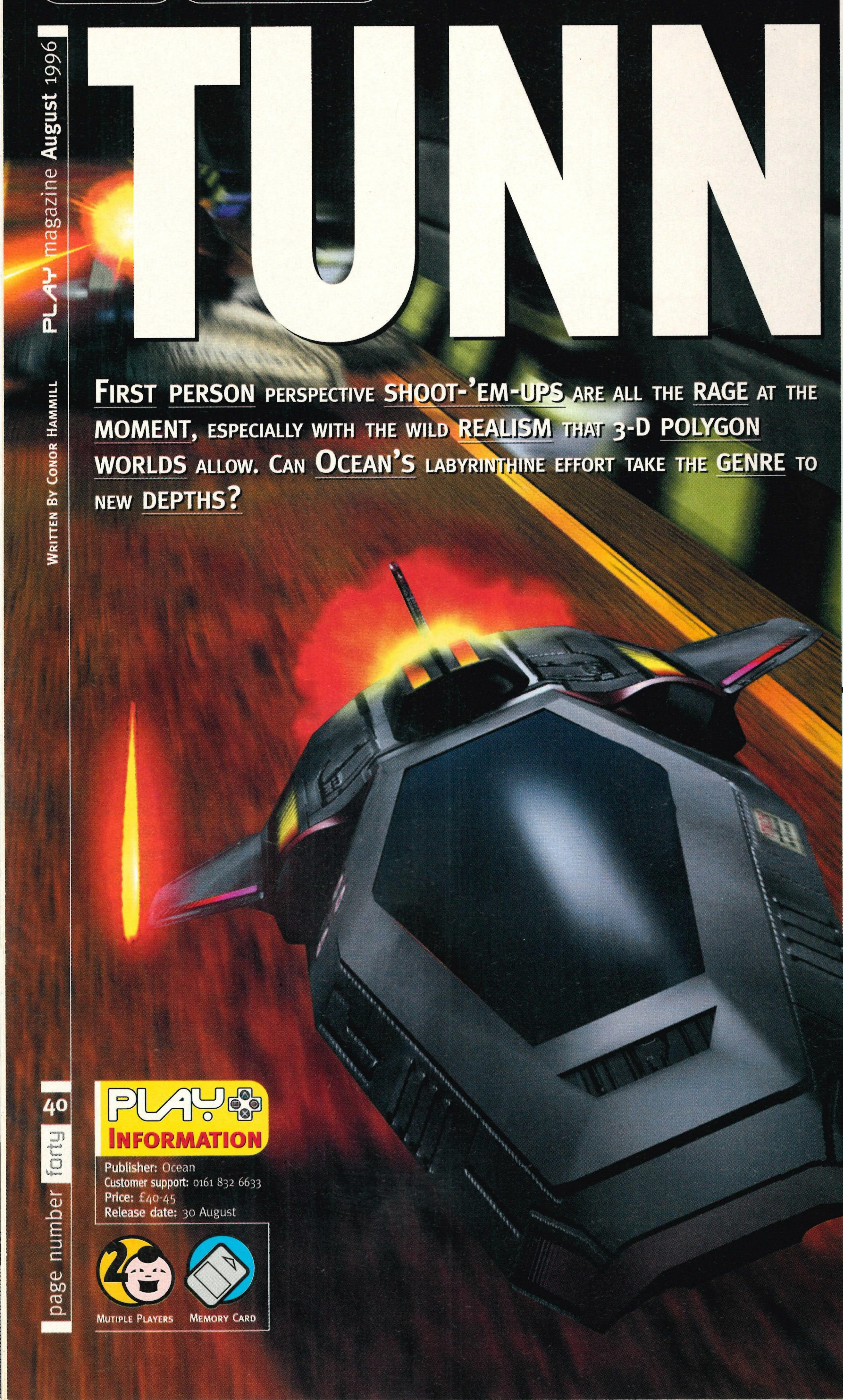
"Even Tiff (don't call me Tiffany) Needell from BBC's *Top Gear* managed to finish the race..."



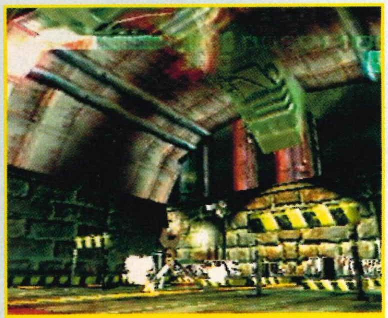


Written By Conor Hammill

TUNNEL



First person perspective shoot-'em-ups are all the rage at the moment, especially with the wild realism that 3-D polygon worlds allow. Can Ocean's labyrinthine effort take the genre to new depths?



[Above] Gunplay lights up dark recesses with superb light-sourcing. The machine gun ahead is trying to prevent me from accessing a weapon power-up.

PLAY INFORMATION

Publisher: Ocean
Customer support: 0161 832 6633
Price: £40-45
Release date: 30 August

Mutiple Players
Memory Card

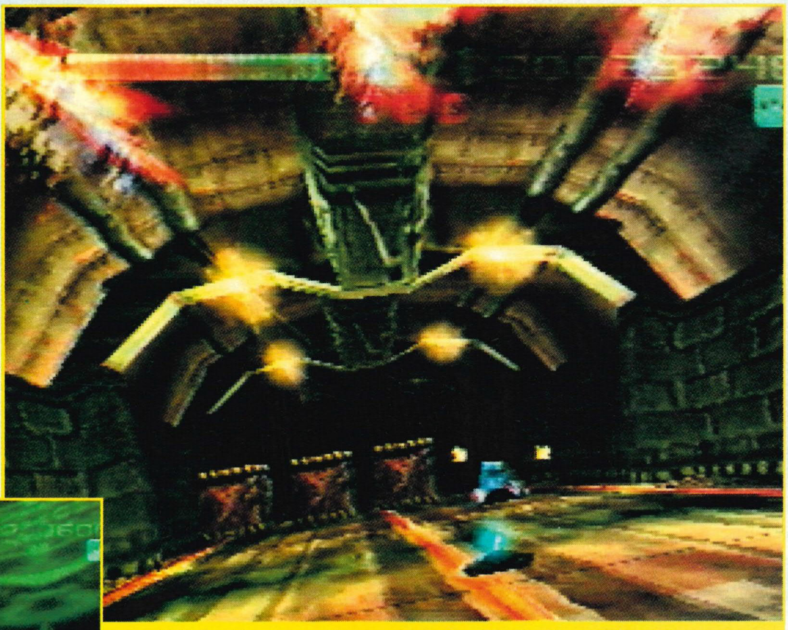
Thundering in hard, Ocean's new line-up of games have been causing a storm in PlayStation circles over the past few months, especially with German developer Neon on their books. Their titles, *Tunnel B1* and *Viper* have already impressed many for their technically advanced 3-D engines and superlative graphical effects. Time to grab that scalpel and dissect the first of their eagerly awaited products.

A SOURCE OF LIGHT

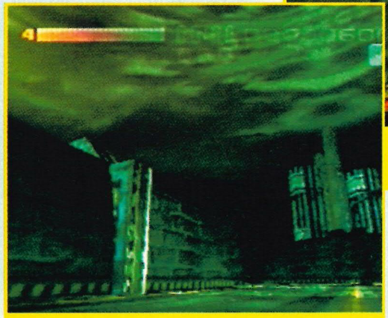
The first thing that grabs you about *Tunnel B1* is without a doubt the impressive visuals. Graphically, the game's 3-D engine is one of the most advanced yet seen on the PlayStation. It's not entirely the fastest, but the mix between graphic detail, special effects and speed has been balanced well to produce a playing arena that is beautiful to look at without any sacrifice to the flow of the game.

The abundance of graphical effects that have been employed work well together to produce an immensely realistic environment. Light sourcing and mist haze on lamps, transparency effects for explosions and different colour schemes as you progress through different areas, all help to

B1



[Above] This level involves reaching a certain point within the allocated time. A fast moving drone impedes you by dropping mines in your path.



[Above] The graphical effects used in the game work together superbly to create an immensely realistic in-game atmosphere.

immerse you into bleakness of the game. At least for a while. After you get over the initial splendour of the visual feast before you, it's time to grip the game by its balls.

Learning the curve

Critical to a game's playability is the control system and how you 'interface' with the whole thing. Thankfully in *Tunnel B1*, the dynamics of your hover ship, the B1 craft, have been honed to a level that is both responsive and calculable. The inertia is well defined, and the flying model feels precise and realistic, allowing you to intuitively 'feel' your ship even after only a short period of play. The accuracy with which you can move is also good – you can turn on the spot, move back and forth, and also strafe for further precise positioning.

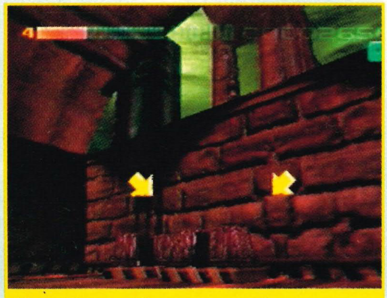
The range of weapons available to you is also comprehensive, with many options, from a standard gun, to mines, flares, rockets, lasers and more. You can use up to two different weapons at a time, though you can carry many more.

As far as the environment is concerned with regards to playability, the distance-faded graphics are well balanced to allow you to see adequately into the distance whilst still avoiding the dreaded polygon pop-up. Clipping is also almost non-existent, and perspective calculations thankfully remain accurate even when close to objects, reducing awful texture-map bending. Only the slow-down, apparent when there are lots of explosions on-screen, detracts from the otherwise superb graphics.

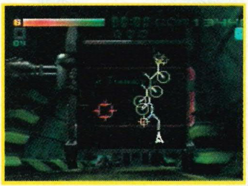
Intelligently artificial

Gameplay in *Tunnel B1* centres around your attempts to thwart an evil megalomaniac from detonating a super weapon he's created, thus saving the world (what else?!). Fundamentally this is done by

> "The game's 3-D engine is one of the most advanced yet seen..."



[Above] Certain objects you must collect are highlighted with flashing arrows, however it is best to blast anything and everything you see, as sometimes bonuses can be found.

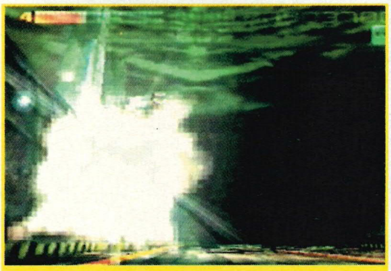


NEON

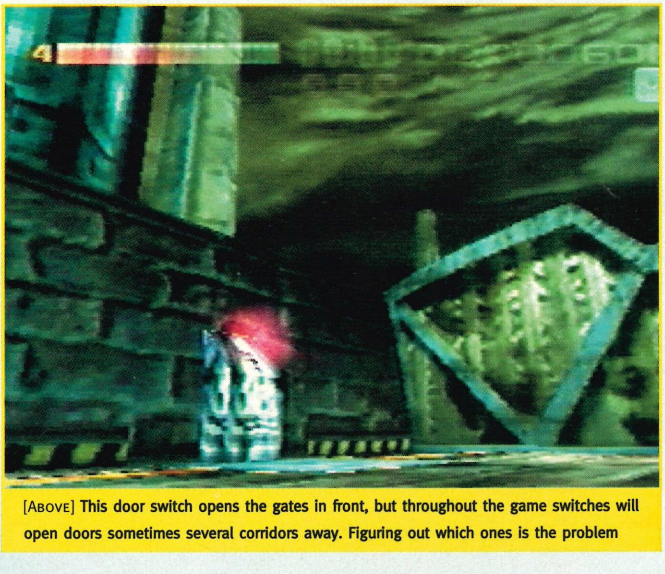
Neon was founded in early 1994 by six partners – Michael Buttner, Anthony Christoulakis, Jan Jockel, Peter Thierolf, Boris Triebel and Matthias Wiederwach. Now, including the partners, about 20 artists, programmers and designers work at Neon in Germany.

The first game they did together was *Mr Nutz* on the Amiga and Mega Drive. Other titles some of the partners have worked on include the Amiga hit *Apidya* (an anime-Manga-style horizontally scrolling shoot-'em-up based around insects), *Gem X* (a puzzle game like *Bust A Move II* involving gems, also anime influenced), *PP Hammer and his Pneumatic Weapon*, *Turrican II*, *ThreeBooster*, *ThreeBooster 2000*, and *ThreeBooster 3D*.

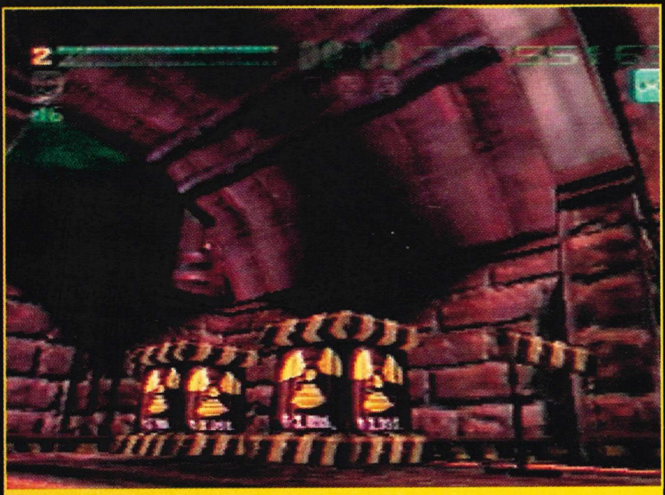
Their next release for the PlayStation is to be the interesting-looking *Viper*. The game centres around a group know as the N-Team, who've been instructed to construct a battle helicopter, the Viper, and engage the aliens which have settled on Earth. The game takes you through three scenarios within which you must battle. From an outdoor base, to the city and finally, a climax revolving around government buildings where the alien mother ship is located 'directly under the seat of government', the game's storyline sounds enthralling. We can't wait.



[Above] If you get too close to some objects when shooting, the explosion can actually damage your ship.

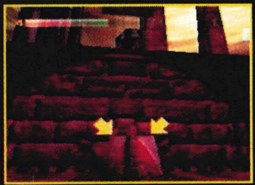


[Above] This door switch opens the gates in front, but throughout the game switches will open doors sometimes several corridors away. Figuring out which ones is the problem



[Above] The megalomaniac's plutonium stores must be destroyed to thwart his evil plans. Stand back when destroying them though, they emit deathly radiation.

00:46
GET READY



travelling through the sewers that make up *Tunnel B1*, eliminating drones and security guns, whilst also destroying the wannabe dictator's stashes of radioactive plutonium. As a mission-based game, you must carry out certain objectives in order to progress to the next level.

The game starts out relatively easily, giving you time to get to grips with your ship, aiming, firing, collecting power-ups and exterminating any drones trying to impede your progress. As you get further into the game, later levels also involve timed rounds which are like mini-races where you must hunt down and destroy drones, weaving through the tunnels at breakneck speeds.

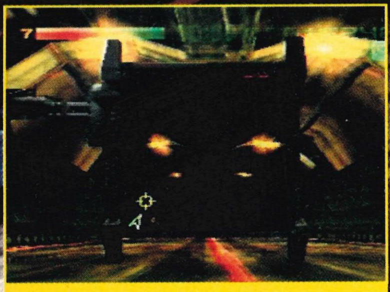
Still further into the game, a whole array of foes, from helicopters to tanks, start appearing, determined to make your life hell. With the acute AI programmed into the enemies, at points the adrenaline rush in battle can be overwhelming, with a barrage of bullets, grenades and rockets all speeding towards you at once. Time to retreat and rethink, if you haven't already been forcibly retired!

It's a blast

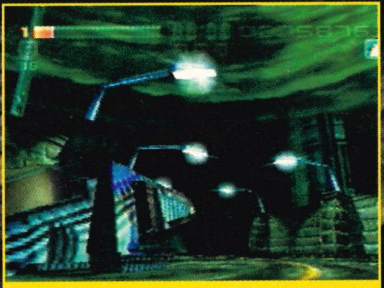
Tactically, *Tunnel B1* doesn't involve too much thinking. Some of the later levels have incredibly complex structures, and periodic referral to the map is essential, but there isn't too much to remember. To travel through the maze, you'll need to work out which doors each of the switches opens, but apart form that, there is little else to work out in the 'puzzle' department. This aspect, for some, may restrict the long-term appeal of the game.

> "The adrenaline rush in battle can be overwhelming!"

Tunnel B1 does indeed play well. The game has delivered a lot of what it promised – the action is explosive, the graphics are superlative, and even the sound is brilliantly dramatic. However, with little variety in the missions, the long-term appeal can be limited. It is good fun for a fair while, and can get very tense at times, but over an extended period of playing the game can start to appear a bit samey. The biggest shame is the lack of a link-up mode, but I suppose you can't have everything.

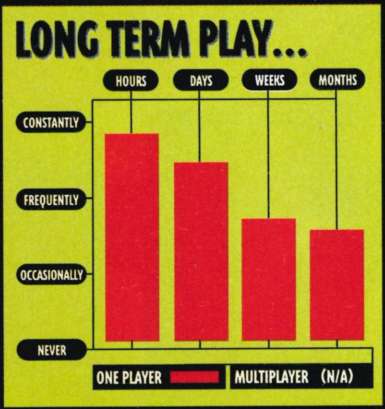


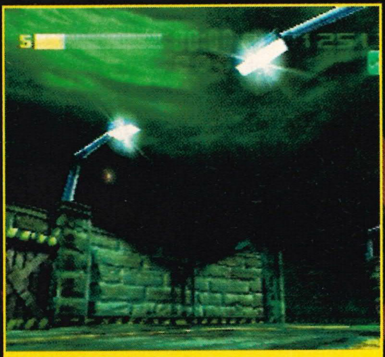
[Above] You can't cheat this speed level by looking at the map – reaching the end involves steaming through a snaky canyon without crashing too often.



[Above] Sometimes the best way to attack enemies is to come up close, continually strafing around the target, leaving it no time to aim properly.

LONG TERM PLAY...





[Above] When your energy gets low, it's a good idea to start playing a bit more defensively, approaching enemies from long range. The only thing is, they take longer to kill!

PLAY

Looks	●●●●●●●●●○
Sounds	●●●●●●●●●○
Gameplay	●●●●●●●●○○
Value	●●●●●●●●○○
Special FX	●●●●●●●●●○

PLAYED 87%

Dark, deep and dynamic.

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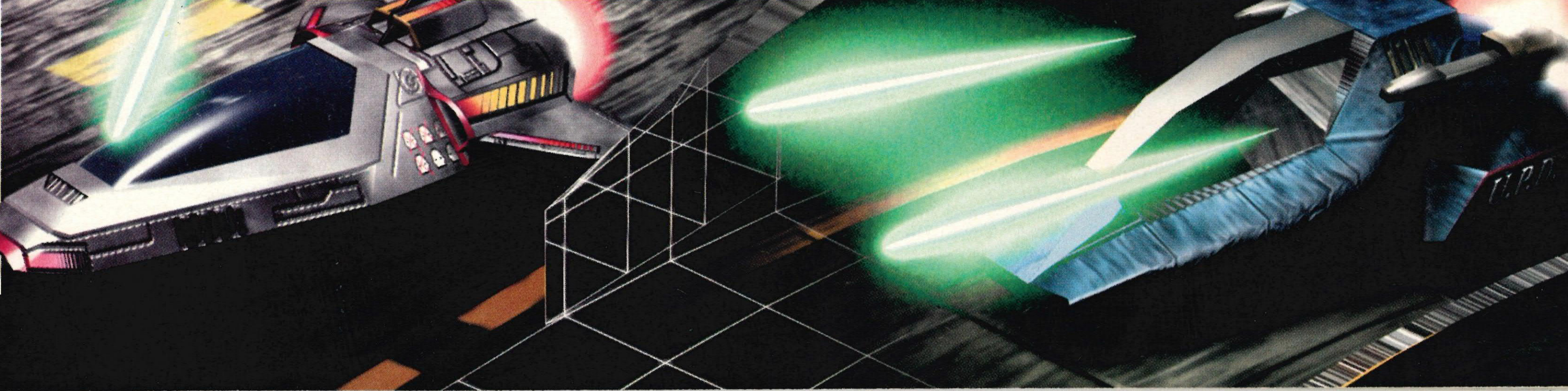

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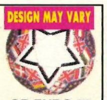
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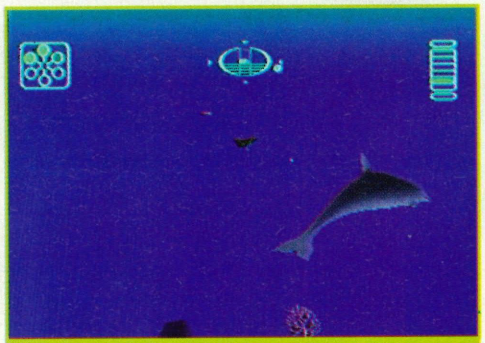
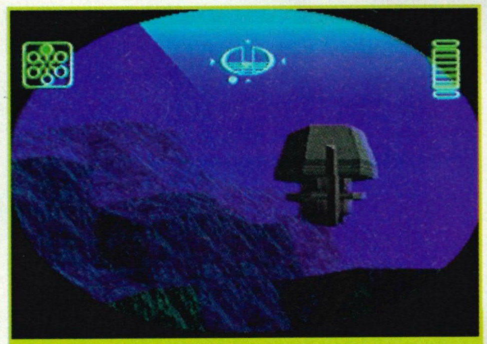
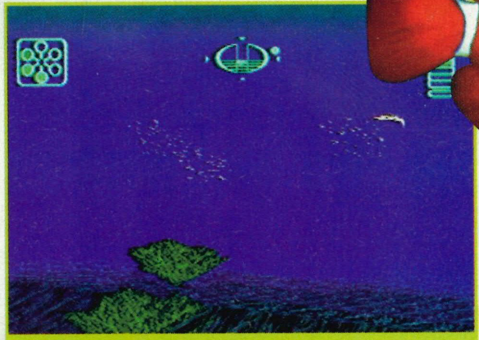


[Above] Ecco the Dolphin makes his 32-bit debut with a special guest star appearance in *Aquanaut's Holiday*. Possibly.



[Above] To chart your progress, the sub comes equipped with data gathering marker buoys to be deployed at key locations.

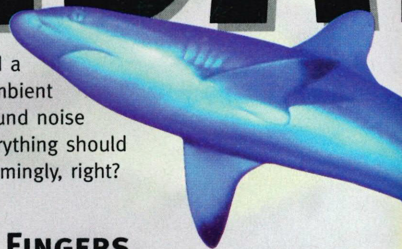


[Above] The sea bed is covered in all manner of exotic plant life as well as crabs and other shellfish.

AQUANAUT'S HOLIDAY

With the SUMMER truly UNDER way, SONY GIVE us our FIRST H2O BASED game. Will it SINK or SWIM? Let's take a look...

Written By Matt Yeo



“Terrifying, atmospheric, engrossing” and “unmissable” are just some of the words that won't be appearing in this review of Sony's first (and hopefully last) undersea adventure.

The disc bundled in with the PlayStation includes a beautiful demo of a fully rendered and light-sourced manta ray gliding majestically through the ocean accompanied by a school of flitting fish. Now Sony, in its infinite wisdom, has had the clever idea of basing an entire game around this concept. Hmm.

Promoting the idea of exploration and discovery, *Aquanaut's Holiday* plunges players deep into a world of strange creatures, eerie sounds and an almost alien environment.

Setting off from an undersea base, players roam the ocean bed in a sophisticated submersible performing various scientific tasks. These can range from basic attempts at communicating with the local marine life to the more complicated setting up of an artificial coral reef for future studies. One lone player may sit in a darkened room discovering how many kinds of shark they can spot or two players can team-up and both work the controls of the sub. Add a bit of ambient background noise and everything should go swimmingly, right? Wrong.

> “The obvious question is: why?”

Fish Fingers

Now, the general idea is that unlike other fast-paced, frantic polygon-packed action games (you know, the sort of thing your PlayStation's supposed to be good at), *Aquanaut's Holiday* attempts to offer players the opportunity to fully explore a unique undersea world devoid of enemies, obstacles or time limits. Hey, take your time, have a look around, talk to the fish and really feel at one with Mother Nature. Bollocks.

I'm sure that Sony will defend *Aquanaut's Holiday* with cries of “But it's lovely to look at” or “You obviously haven't played it long enough.” Yeah, that's right, I don't want to sit in front of the TV for 12 hours attempting to have a meaningful discussion with a haddock! The obvious question that has to be asked is: why? Bar a few blunders, most of Sony's homegrown offerings have been great. Are they merely exploring new uncharted gaming avenues of

PLAY Information

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Release date: July '96

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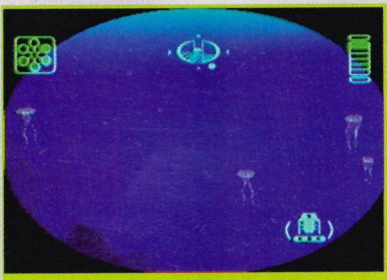
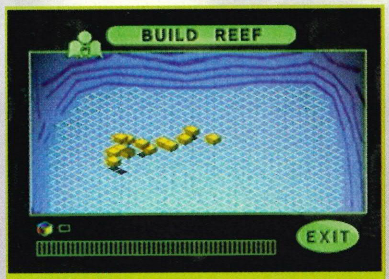


[Above] Remember kids, don't go anywhere near jellyfish as they're highly poisonous and may sting you with their incredibly long tentacles.

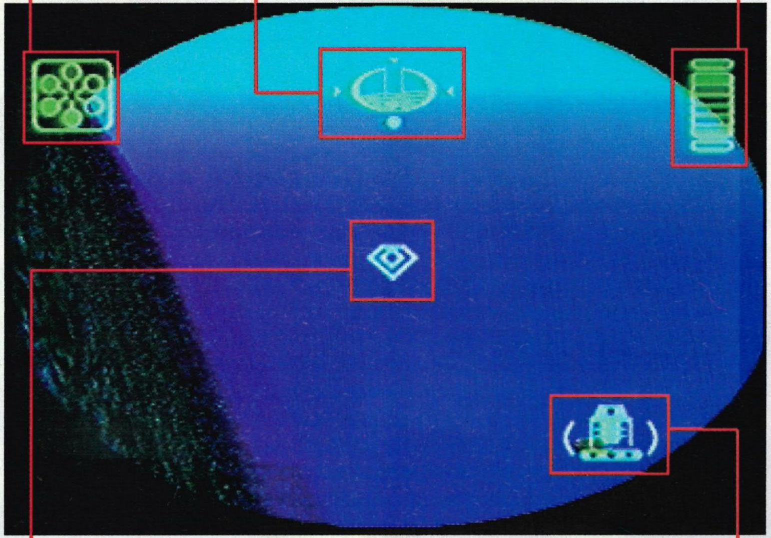


[Above] Construction of an artificial reef is the second task to undertake. The completed project will be used by future science teams.

Your speed is registered by this strange symbol. The faster you go, the quicker it spins.

This is the main gauge to keep an eye on, as it shows the submersible's direction, pitch and dive angle.

Indicates the depth the sub is currently at and gives pilots some idea of where they are in relation to the sea bed.



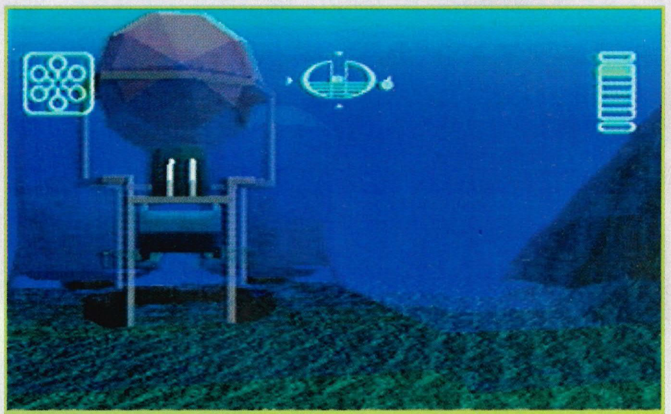
If the sub is involved in a collision, or hits a friendly fish, expect this icon to pop up and tell you the bleedin' obvious.

Press Select to bring up this icon. This will enable you to launch marker buoys at any location which aid in underwater navigation.

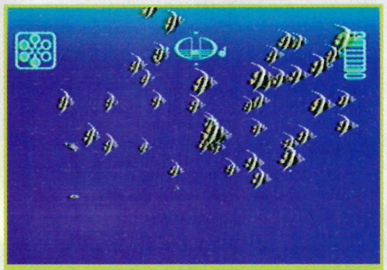
JACQUES JOURNAL

"AH, 'ELLO THERE MON PETIT POISSON. JOIN ME, JACQUES COUSTEAU, ZE INCREDIBLY FAMOUS AND INTREPID UNDERSEA EXPLORER, AS I TEK TO ZE WATERY DEPTHS OF ZE CARIBBEAN. ON OUR JOURNEY WE WILL SEE SOME MAGNIFIQUE SITES INCLUDING MR. SHARK, LE DOLPHIN FAMILY AND, WHO CAN FORGET, MON AMI FAVOURITE, ZE CRAZY SQUID! NO?

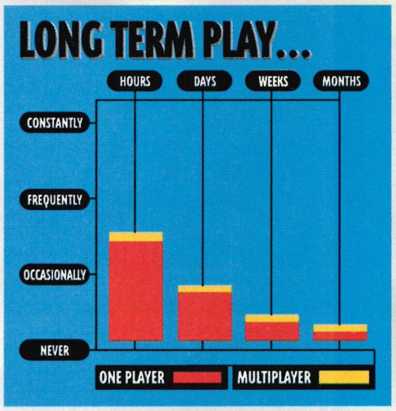
YES, MA FRIENDS ZE SEA IS WHAR I MEK MA HOME. BUT YOU KNOW, I JUST LURV FISH, IN FACT I OFTEN TALK TO ZOSE LITTLE FINNED FELLAS AND ZEY TALK BACK. NO ZEY DO REALLY! WHAT ARE YOU DOING? SACRE BLEU, GET YOUR FILTHY FLIPPERS OF ME YOU OVER-GROWN MINKEY! DO YOU NOT KNOW WHO I AM? LOOK I 'AVE ZE HAT AND RIDICULOUS FRENCH ACCENT... 'AVE YOU NOT SEEN ME ON LE TELLY?...NO, I DON'T WANT A "SPECIAL" INJECTION... ETC.

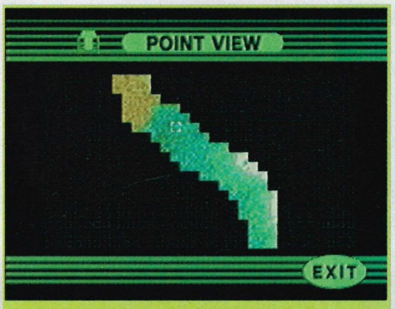


[Above] This undersea base is the Aquanaut's home-way-from-home and also the submersible launch station.

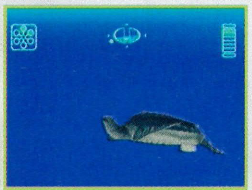


[Above] Glide majestically through bountiful schools of fish on your exploratory journey through the Caribbean waters.

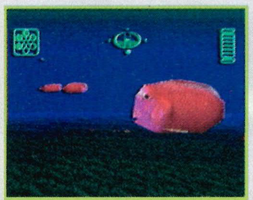




[Above] Pause the game and take a look at the sea bed map to predict where rock formations and yawning chasms may appear.



[Above] This must be Donatello, so where are the rest of the Teenage Mutant Hero Turtles then, eh?



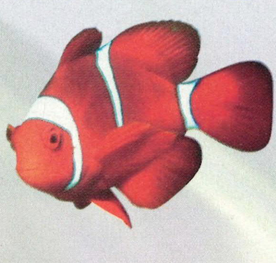
[Above] Encounter all manner of weird and wonderful creatures ranging from giant squids and slow-moving whales to bizarre angler fish and curious porpoises.

simply indulging the whims of a few programmers?

SOME 'FIN SMELLS FISHY

Still, on the plus side I suppose there's some kind of market for this game (is that even the right word to use?) but it's a pretty safe bet that Sony isn't going to be shifting huge numbers of this title. Maybe they're just testing the water, so to speak, and intend to blow us away with a deep sea diving *Doom* clone complete with undead sharks and demonic kippers.

At least the Japanese video games buying public will love *Aquanaut's Holiday*. It's weird, quirky and bound to appeal to a nation that ignores international bans to go off for a spot of whale harpooning. However, unless you've got more money than sense, our advice is to save your pennies and spend them on a title that truly pushes the PlayStation to its technical limits without relying on the contents of Captain Birdseye's pantry.



PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●○○○○○○○○
VALUE	●●●○○○○○○○
DEPTH CHARGE	●●●●○○○○○○

PLAYED 58%

Definately a deep-sea disappointment

ALTERNATIVELY:
THE ABYSS (1989)
20,000 LEAGUES UNDER THE SEA (1969)

*SONY CUSTOMER SUPPORT LINE IS CHARGED AT 39P/MIN (PEAK) 25P MIN (OFF PEAK)

PRO PINBA
THE

PINBALL. THE ONLY GAME THAT BRINGS OUT THE ELVIS IN YOU. THE PLAYSTATION'S THIRD IN THIS GENRE, WILL EMPIRE'S EFFORT BE THE LUCKY ONE?

WRITTEN BY ASAM AHMAD

PLAY INFORMATION

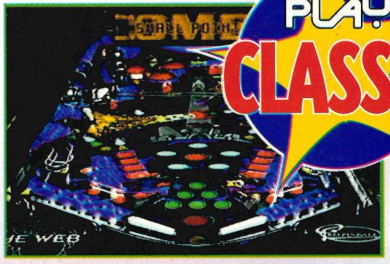
Publisher: Empire Interactive
Customer support: 0181 343 9143
Price: £39.99
Release date: Out Now

ONE PLAYER
MUTIPLE PLAYERS
MEMORY CARD

Lightning reactions and precise hand/eye co-ordination – not many games inspire the need for these two abilities like pinball. *Real* pinball that is. As far as the video game version goes, on the PlayStation we've had the deplorable *Extreme Pinball* from EA, and the addictive *True Pinball* from Ocean. Room for more? I think so, especially as *Extreme Pinball* is pure unadulterated rubbish because of its bland tables, and despite *True Pinball's* playability, the game's lack of a high-score saving facility is criminal – particularly as the real challenge is in yourself and your last high-score... Roll on *Pro Pinball: The Web.*

MASTER OF ONE

What? It's only got one table? Indeed, Empire's *Pro Pinball* has just the one, The Web, but what a magnificent spread it is. Drawing on elements from a whole host of real tables, *Pro Pinball* is undoubtedly the best video game pinball table in existence. Where *True Pinball* had four tables of varying quality, each with unique features, *Pro Pinball* has taken all the best pinball elements from real machines and gelled them into one extremely realistic and highly playable table. And it rocks.



The beauty of real pinball machines is how the game opens up the more you play. *Pro Pinball* captures this perfectly. The game is instantly accessible, as you'd expect, and your main objective is to keep the ball up and score BIG points!

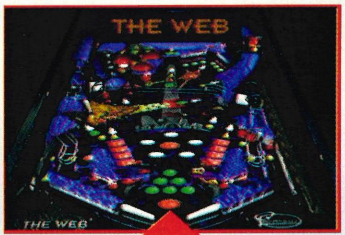
> **"A frenzied flipping experience that ruthlessly takes over your body..."**

What sets *Pro Pinball* over any of its competitors however is the intricacy of the layout, and the sheer number of ramps, targets, drop-holes, loops and er... flashing lights on the table. Like a Christmas tree on heat, *Pro Pinball* certainly stimulates the visual cortex. Just as well too, for as any pinball fan will know, getting really high scores is all about constantly monitoring all the lights, targets, the score display, oh and the balls, to give a frenzied flipping experience that ruthlessly takes over your whole body as you play.

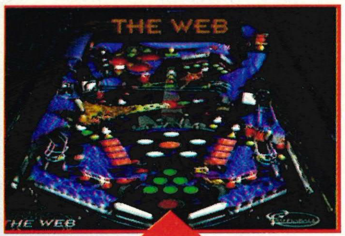
SIX OF THE BEST

The game can be played from one of six viewpoints, all of which are displayed in hi-resolution at 32,768 colours. Unfortunately, due to the image being interlaced, there is a certain amount of screen flicker, but the programmers have done their best to alleviate this by giving you a 'soft focus' option, which anti-aliases contrasting pixels so the flicker is reduced. The table doesn't scroll, but in my opinion, this is a good thing – once you've got used to the 3-D perspective, it feels much more refined than other games' scrolling efforts. More importantly, you can see all the angles properly.

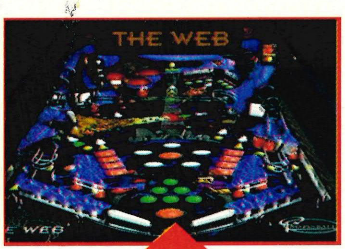
Perhaps the best thing about *Pro Pinball* is the precision of the physics of



[1]

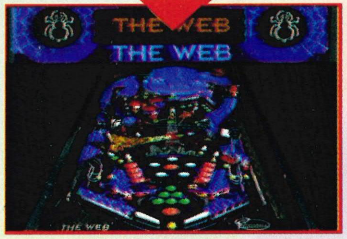


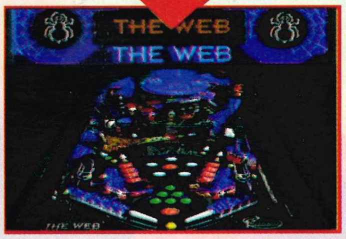
[2]



[3]

THERE ARE SIX DIFFERENT WAYS TO VIEW YOUR PINBALL TABLE, THREE WITH A SEPARATE DISPLAY UNIT AND THREE WITH AN OVERLAID DISPLAY. DUE TO THE AMOUNT OF SCREEN SPACE THE SEPARATE DISPLAY UNIT TAKES UP, THE TABLES IN THESE MODE ARE SOMEWHAT SQUASHED AND IT CAN BE DIFFICULT TO SEE THE ACTION AT THE TOP. THE OTHER MODES ARE MUCH BETTER WITH MORE DETAILED GRAPHICS, AND THE OVERLAID DISPLAY DOESN'T OBSTRUCT ANYTHING YOU NEED TO SEE. OF THE SIX MODES, I FOUND THE SECOND AND THIRD THE MOST PLAYABLE.

[4]


[5]


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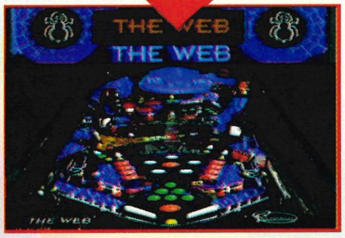
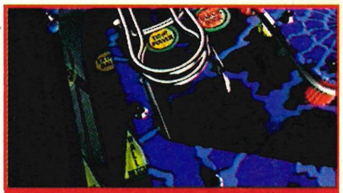
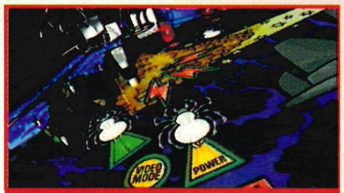


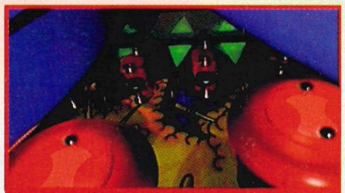
ALL: WEB



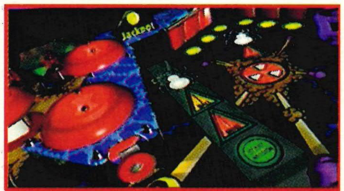
The all-important BALL RESCUE. Try to keep this alight, it'll save your balls!



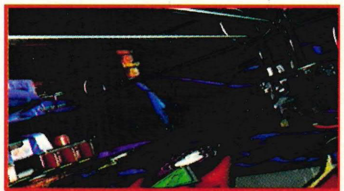
The VIDEO MODE drop hole near the flipper, plus the grab-magnet area.



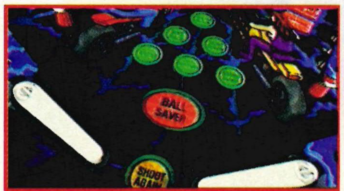
At the top of the table, the BONUS MULTIPLIER toggle channels and jets.



An important area for scoring JACKPOTS and starting MISSIONS.



A close-up of the ramp on the right that leads to the SUPER JACKPOT.

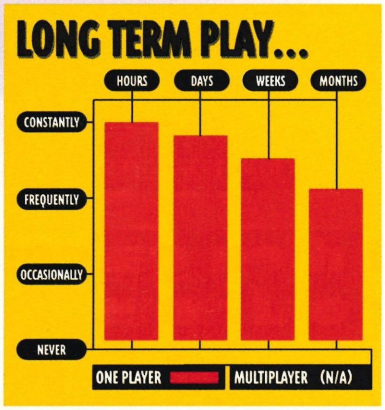


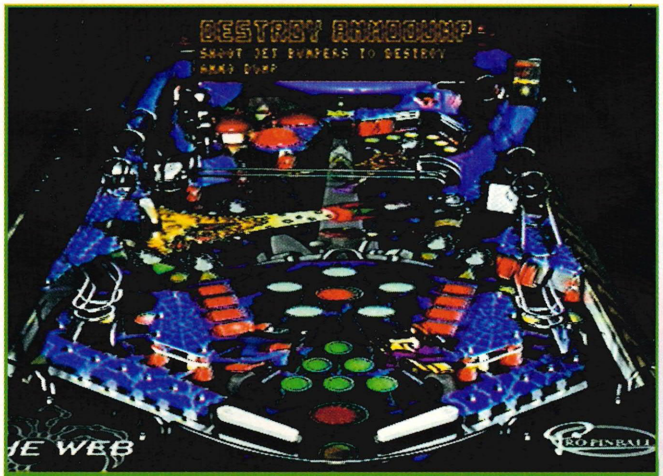
MISSION indicators, BALL SAVER and of course the EXTRA BALL indicator.

WEB-WIDE WORLD...

One of the problems with the distant view-mode that *Pro Pinball* uses, is the fact that you can't see the labels associated with different features or lights. To combat this, Empire has included a slide show which gives you a magnified tour around the table.

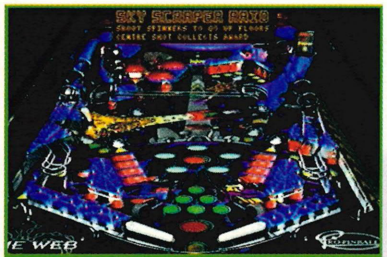
This is useful as it helps you understand what the table is telling you, but after a while it all becomes second nature as you learn what each target/ramp/loop/orbit does and instinctively follow the lights.





[Above] This jet bumpers mode allows you to rack up plenty of points by keeping the ball bouncing around at the top.

Extra Ball is lit!



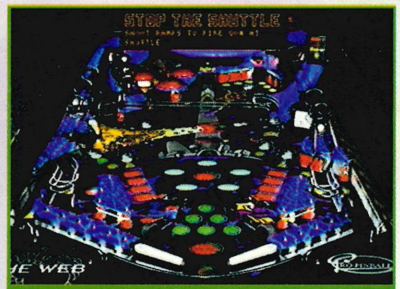
[Above] Skyscraper mode requires you to aim at the loops and get as many spinners as possible.

ball movement. Different contacts, including on the flippers, drop-targets, and even the non-contact of grab magnets behave just as you'd expect on a real machine. Add to this the realistic reflections you get on the balls (up to SIX of them in a full-on multiball mode!) as they fly around the table, and you have an environment that feels superbly... natural.

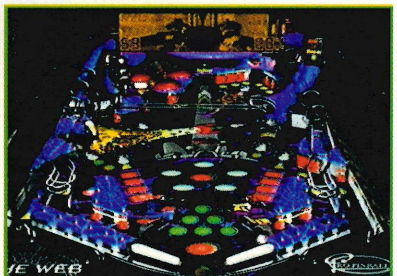
With plenty to discover as you play over time, numerous 'missions' to embark on, and a multitude of combinations to strive for, including loop challenges and multiple-skillshots, *Pro Pinball: The Web* is the best pinball game on PlayStation.

JACKPOT
DOUBLE
TRIPLE

When in a multiball mode, shooting the centre target at the top repeatedly gives you jackpots. Each time it must be primed using the drop targets on the top right. If you're lucky you can get multiple jackpots, plus super jackpots, all at the flick of a wrist...



[Above] This mission involves shooting down a space shuttle by slinging your ball around all the ramps.



[Above] When on missions, the display shows video graphics pertaining to the task, with a timer and completion percentage.

PLAY

Looks	●●●●●●●●●○
Sounds	●●●●●●●●●○
Gameplay	●●●●●●●●●○
Value	●●●●●●●●○○
Ballistics	●●●●●●●●●○

PLAYED 90%

Flipping marvellous

Alternatively:
True Pinball (85%)
Extreme Pinball (54%)

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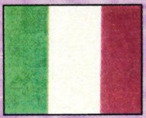

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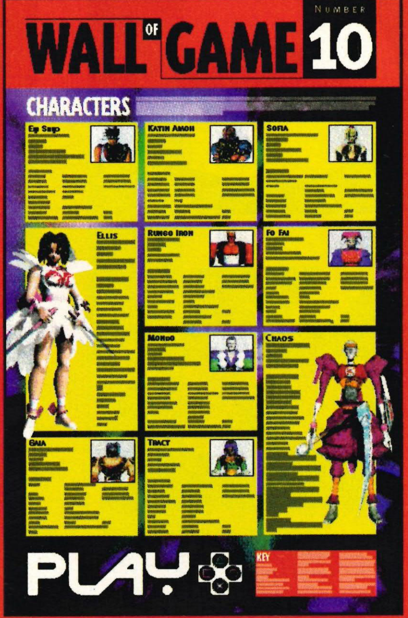
WALL OF GAME

Lean on me, and I'll be your friend, I'll help you carr-ee on, " as the song goes. Well, lean on the wall of Game to help you along with this month's special edition revealing everything you ever wanted to know about the special moves in *Battle Arena Toshinden 2*, the beginner-friendly beat 'em-up which lots of you love. Yes, we've crammed a full moves list for Ellis and pals, plus, as a special bonus, all four secret characters!. Stick that on your wall matey!



BATTLE ARENA TOSHINDEN 2

PLAY INFORMATION

Publisher: Sony Computer Entertainment Europe
Customer support: 0881 505505*
Price: £44.99
Release date: Out now

Battle Arena Toshinden was the flashiest, baddest debut beat-'em-up on the PlayStation, and one of the first titles to really show off its sexy, streaming polygon-packed 3-D capabilities. If the PlayStation is sex, then *Toshinden* was our first real snog.

Getting on for a year on and developer Takara's tongue technique has been improved a little with *Battle Arena Toshinden 2*, although much tougher standards prevent it from claiming the very highest of marks. That doesn't stop our editor from claiming it's better than *Tekken* though (no it isn't – everybody else), and his enthusiasm is well founded, for it's a worthy choice to feature in the PLAY Wall Of Game.

PLAY

PLAYED 75%

The revenge of the nerds!

*Son support line is charge p/min (peak) 25p/min (off peak)

WALL OF GAME

NUMBER 10

CHARACTERS

Here's a complete breakdown for each character in this rockin' sequel. Take a look at some of the hairstyles in this bunch – they've been at the rock 'ard gel again! If a move is in inverted commas ("") this shows that the character shouts the move as he performs it. If the move has air in brackets it can only be performed while the character is jumping and air/land in brackets means this one is for land or jumps!

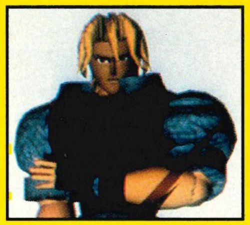
EIJI SHIJO

Description: Adventurer
Sex: Male
Age: 22
Nationality: Japanese
Weapon: Hyakko no Tachi/White Tiger Fang (Nihontoh)

Special moves

"Rekuuzan"	D, DF, F, slash –	R1 (extra damage)
"Hishouzan"	F, D, DF, slash –	R2 (extra damage)
"Mukurowari"	B, D, DB, slash	R1+R2 (extra damage)
Ryuuseikyaku (air)	D, DB, B, kick	
Shuugekidan	DF, kick	
Secret moves		
Double fireball	F, D, DF, F, D, DF, ▲	
"Jigokumon"	X+●+▲+■	R1+R2
"Hyakkimoshuuken"	F, DF, D, DB, D, DF, F, ▲	R1+R2

KAYIN AMOH



Description: Bounty Hunter
Sex: Male
Age: 23
Nationality: English
Weapon:
Carrivarn (Long sword)

Special moves

"Sonic Slash"	D, DF, F, slash	R1 (extra damage)
"Deadly Raise"	F, D, DF, slash	R2 (extra damage)
Shoulder Crush	D, DB, B, kick	R1+R2 (extra damage)
Rising Sun (air)	D, DB, B, kick	R1+R2 (extra damage)
Upper Glide	DF, ▲	
Rainbow Splash	F, DF, D, B, DB, B, F, B, ●	
"Hell's Gate"	X+●+▲+■	R1+R2
"Hell's Inferno"	F, DF, D, DB, B, DB, D, DF, F, ▲	R1+R2

SOFIA

Description: Private Detective
Sex: Female
Age: 25
Nationality: Russian
Weapon:
Kraasnui Boorya (Whip)

Special moves

"Thunder Ring" (air/land)	D, DB, B, slash	R1 (extra damage)
"Aurora Revolution" (air/land)	F, DF, D, DB, B, slash/ F, D, B, slash	R2 (extra damage)
Love Shower	B, DB, D, DF, F, kick	R1+R2 (extra damage)
"Rattlesnake"	D, DF, F, slash	
"Salamander"	F, DF, D, B, DB, B, F, B, ▲	
"Love Lover"	5+●+▲+■	R1+R2
"Call Me Queen"	F, B, F, B, ▲	R1+R2

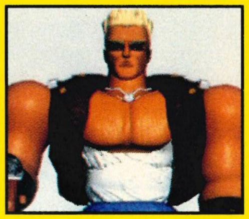
ELLIS

Description: Dancer
Sex: Female
Age: 17
Nationality: Turkish
Weapon: Dirks

Special moves

"Lollipop"
D, DB, B, slash
R1 (extra damage)
"Arc Slash" (air)

RUNGO IRON



Description: Miner
Sex: Male
Age: 31
Nationality: U.S.A.
Weapon: Club

Special moves

"Daichi no Ikari"	D, DF, F, slash	R1 (extra damage)
"Daichi no Mezame"	F, D, DF, kick	R2 (extra damage)
Kaze to Taiyo no Ikari	F, D, DF, slash	R1+R2 (extra damage)
Daichi no Otakebi	F, DF, D, DB, B, slash	
Muchageri	D, DB, B, kick	
Strong club smash	B, F, ▲	

FO FAI

Description: Magician
Sex: Male
Age: 107
Nationality: Chinese
Weapon: Konsougakka (Claws)

Special moves

"Don Pa Pa"	F, DF, D, DB, B, slash	R1 (extra damage)
Don Don Pa Pa (air)	F, DF, D, DB, B, slash	R1 (extra damage)
"Don Do Ko Shu"	B, DB, D, DF, slash	R2 (extra damage)
Don Pa	D, DB, B, slash	R1+R2 (extra damage)
Ka Po Re	D, DB, B, kick	
Ro Shin Wai Ko	B, F, ▲	
Giant air sphere	D, DF, F, B, DB, D, B, ●+■	

D, DB, B, slash
R1 (extra damage)
Soar Window
F, D, DF, F, slash
R2 (extra damage)
Homing Swallow
D, DB, B, kick
R1+R2 (extra damage)
Screw Dancing (air)
D, DB, B, kick
R1+R2 (extra damage)
"Goodnight Baby"
DF, D, DB, D, DF, B, F, ▲
"Kiss, Kiss, Kiss"
✕+●+▲+■
R1+R2
"French Kiss"
F, B, F, B, ▲
R1+R2

7 kicks	U, UB, B, DB, D, DF, F, ●	
Dairikugekichindan	✕+●+▲+■	R1+R2
"Daichihyakusai"	B, DB, D, DF, F, DF,	
	D, DB, B, ▲	R1+R2

Small fart	B, UB, U, UF, F, ●+■	
Big fart	●, ■, ✕, ▲, F	
Do Do Don	✕+●+▲+■	R1+R2
"Do Do Don Pa Pa"	F, B, DB, D, DF, F, B, ▲	R1+R2

MONDO

Description: Onmitsu
Sex: Male
Age: 43
Nationality: Japanese
Weapon: Seiryuu no Yari/Green Dragon Spear

Special moves

Shinbuu Jyoodan Zuki	D, DF, F, slash	R1 (extra damage)
"Gouriki Raijin" (air)	D, DF, F, slash	R1 (extra damage)
"Gouriki Fuujin"	B, DB, D, DF, F, slash	R2 (extra damage)
"Gouriki Tenbu"	F, D, DF, slash	R1+R2 (extra damage)
Shinbuu Gedan Zuki	D, DB, B, slash	
Shinbuu Ten Zuki	B, D, DB, slash	
Chouriki	F, UF, U, UB, B, F, DF, D, ▲	
Chouriki Mondohou	✕+●+▲+■	R1+R2
"Chouriki Daibutsumetsu"	D, DF, F, D, DF, F, B, ▲	R1+R2

CHAOS

Description: Executive
Sex: Male
Age: 35
Nationality: Sri Lanka
Weapon: Scythe

Special moves
"Gedou Gas"
D, DF, F, slash
R1 (extra damage)
"Jadou Wave" (air)
D, DF, F, slash
R1 (extra damage)
"Zankoku Cutter"
F, DF, D, DB, B, slash
R2 (extra damage)
"Hidou Drill"
B, DB, D, DF, F, kick
R1+R2 (extra damage)
Mudou Run
F, D, DF, kick
Flame burst
F, DF, D, DB, B, F, B, F, ●+■
Flaming swipe
F, DF, D, DB, B, D, DB, D, ●+■
Flaming uppercut
F, DF, D, DB, B, F, D, DF, ●+■
Flaming ground blast
F, DF, D, DB, B, D, DF, F, ●+■
Ground flame
F, DF, D, DB, B, DB, D, DF, ●+■
"Choumuzanshibori"
✕+●+▲+■
R1+R2
"Kobbamijin"
B, DB, D, DF, F, DF, D, DB, B, ▲
R1+R2

GAIA

Description: Master Monk
Sex: Male
Age: 40
Nationality: Japan
Weapon: Armor Bastar

Special moves

"Botan"	B, DB, D, DF, F, slash/	
	B, D, F, slash	R1 (extra damage)
"Ougi"	D, DB, B, slash	R2 (extra damage)
"Tsubame"	F, D, DF, slash	R1+R2 (extra damage)
"Oboro"	D, DB, B, kick	
Tsuki no Wa	B, F, ▲	
Flaming slash	U, UB, B, DB, D, DF, F, ▲	
Flaming kick	U, UB, B, DB, D, DF, F, ●	
"Batsu"	✕+●+▲+■	R1+R2
"Gouka no Kurenai"	F, DF, D, DB, B, DB, D, DF, F, ▲	
R1+R2		

TRACY

Description: Police Woman
Sex: Female
Age: 21
Nationality: U.S.A.
Weapon: Tonfas

Special moves

"Electro Shadow"	B, DB, D, DF, F, slash	R1 (extra damage)
Honeymoon	F, D, DF, kick	R2 (extra damage)
Electro Spartan	F, D, DF, slash	R1+R2 (extra damage)
"Jackpot" (air/land)	D, DB, B, kick	
"King Slave"	B, D, DB, slash	
Ground taser	D, F, DF, slash	
I.M.C.	B, F, ✕+■	
"Blood Cheek"	F, DF, D, B, DB, B, F, B, ●	
"Pale Slider"	✕+●+▲+■	R1+R2
"Crazy Planet"	F, B, F, B, ▲	R1+R2

PLAY

KEY

B – Back
F – Forwards
D – Down
U – Up
DF – Down+Forwards
DB – Down+Back
UF – Down+Forwards
UB – Down+Back

Slash – press n or s
R1 – Hold down R1 whilst performing the move.
R2 – Hold down R2 whilst performing the move.
R1+R2 – Hold down R1+R2 whilst performing the move.
R1 (extra damage) – If you hold down R1 whilst performing the move, you will do extra damage. Holding R1 is not vital to the move.
R2 (extra damage) – As above, only by holding down R2.
R1+R2 (extra damage) – As above, only by holding down R1+R2.

A BEACH BARBIE
WITH... JON RITMAN

Every issue of PLAY includes a top interview with the developer of the moment set in an obscure food-related location. Exclusive inside information is regularly revealed!

The Big Game busts open the game of the moment and devotes up to ten pages of shameless coverage to something we think you should be excited about.

SOUL EDGE
BIG
SOUL SEARCHERS

SPACE HULK:
VENGEANCE OF THE BLOOD ANGELS

PLAY reviews are the best in the world. Every aspect of the game is laid bare and we try to give you the most honest opinion. Long term challenge, value for money – all things to consider when you whop out yer wonga. We also review more games per month than anyone else. Fact!

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FORMULA 1
"With half the race gone, there is half the race to go..."

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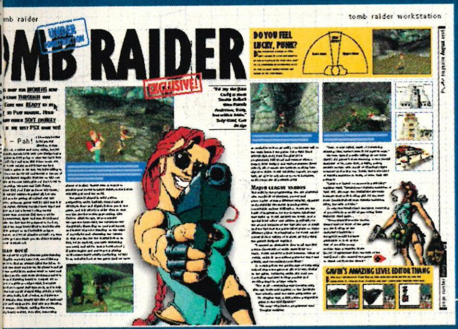

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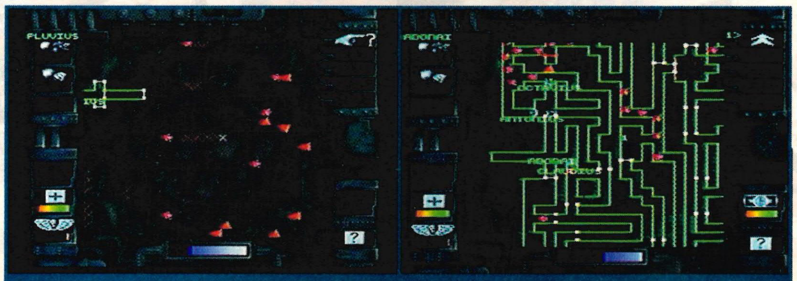
SPACE HU

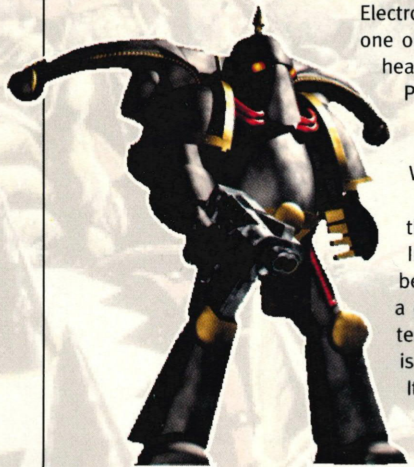
VENGEANCE OF THE BL

The GAMES Workshop MASTERPIECE has FINALLY made its way on to our GREY baby. Regarded as a CULT CLASSIC by many, can this LONG awaited CONVERSION live up to EXPECTATIONS?

Written By Asam Ahmad



[Above] The whole game can be played from the tactical screens, but then you miss out on all the gory action. Here the first screen shows a level before exploration, the second shows a level with the whole map visible.



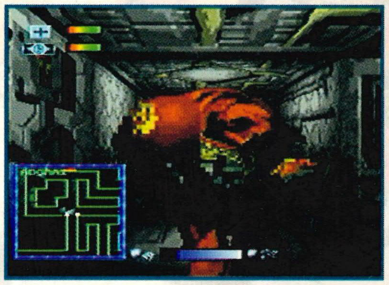
Worryingly hilarious – that's the best way to describe *Space Hulk*. Originally a Games Workshop role-playing board game, and first converted to the 3DO last year, Electronic Arts' chess-like wargame is one of the most involving, yet light-hearted games available for the PlayStation.

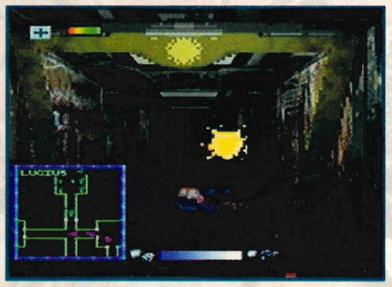
Drawing elements from one of the most popular chapters in the Warhammer series, *Space Hulk's* is all about a massive hulk careering through space, heading towards the Imperial Planet Devlar III. It must be stopped. Enter the Blood Angels, a crack team of metal clad terminator marines whose mission it is to prevent the impending disaster. It's not going to be easy though because the hulk is inhabited by megalomaniacal miscreants called Genestealers, and the labyrinthine innards must be cleared in order for you to lay charges and blow it apart.

Bill Bixby RIP

The first thing most people say on seeing *Space Hulk* is "*Doom.*" How wrong they are. *Space Hulk* might have a *Doom*-esque appearance, but underneath the first person exterior is a wildly different experience – a game of strategy that's both compelling and fiendishly addictive. *Space Hulk* does of course include lots of gunplay, but the main focus is on tactics.

> "What are pawns for if not to die agonising deaths due to your mistakes!"





There are over 50 levels, all of which take place in maze-like corridor structures. On each level there are objectives to accomplish, such as flaming rooms, or retrieving objects.

Sounds easy enough, and it would be were it not for continual streams of Genestealers pounding down the passage towards you. It's here that the tactical play comes in, and it's all about team work. In order to get through the levels, your team of terminators must cover each others' backs, go off on various sortie missions, protect areas, and of course splatter blood all over the place by blasting the living crap out of any Genestealers that might show their ugly faces.

Space Hulk really comes into its own through the relentless action. As you progress from a lowly minion and gain experience, you have to start taking on your own missions where you call the shots. This involves studying your objectives and planning where to direct and position your team for maximum efficiency – killing without being killed. Of course some of your men will perish in the battle, but hey, what are pawns for if not to die agonising deaths because of your stupid mistakes!

A serious strategy game then? Yes it is, but also a hilarious one. All the terminators in your platoon constantly chat, cuss, bicker and generally squabble about anything and everything – rather like the soldiers in the film Aliens. Whoopee

PLAY Information

Publisher: Electronic Arts
Customer support: 01753 546546
Price: £44.99
Release date: Out now

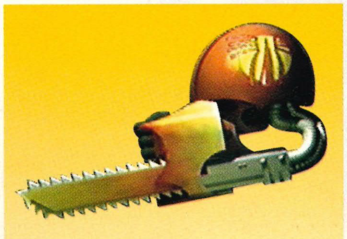
One Player
Memory Card

LK:

OOD ANGELS

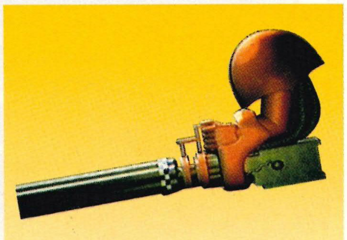
THE GOOD, THE BAD...

Like most armies, your Blood Angel platoon of terminators is made up of several different men, all with varying abilities and equipped with different weapons. In this respect, it is vital that you learn the strengths and weaknesses of each and how well they cope with stress. The members of your platoon have good AI and are able to hold their own without too much effort, but you must be careful when deploying them that you don't send a terminator you need for a particular job to the wrong place, or worse, get them killed! Here's a run down of the just some of weapons that you will have at your disposal...



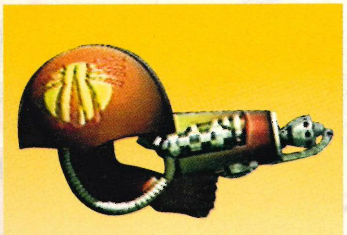
Storm Bolter Terminator

The Storm Bolter is the standard issue terminator with a highly effective cannon. Your ammunition is unlimited, but your weapon does overheat through prolonged use. This can be dangerous when surrounded...



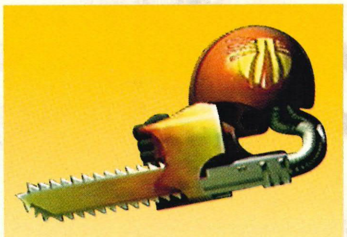
Assault Cannon Terminator

Has a mean weapon that can kill multiple enemies with one shot. He's best placed guarding long corridors where long distance shots will halt any alien attack. Pure annihilation is the name of the game here.



Heavy Flamer Terminator

Armed with a powerful flame torch, this terminator can obliterate Genestealers with incredible ease. Care must be taken to protect flamers from death, as they are often vital to complete various objectives.

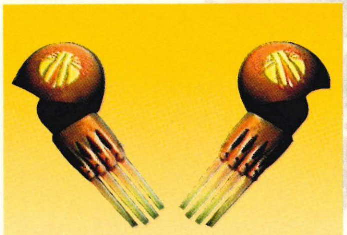


Chain-Fisted Terminator

Similar to Power Gloves, the Chain Fist works in close-combat, and makes pepperami out of approaching Genestealers. With guts bursting and 'stealers screaming, the Chain Fist is one evil weapon!

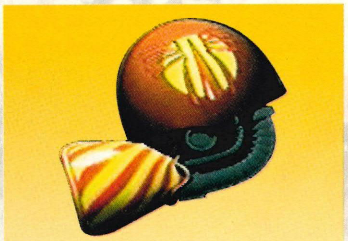
Thunder Hammer/ Storm Shield Terminators

Despite their 'close combat' weapons, these guys can be incredibly effective for guarding sections, especially Genestealer doors and main corridors.



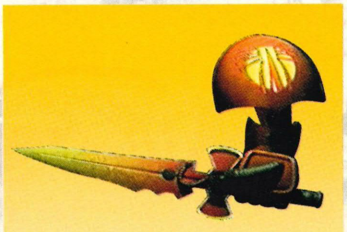
Lightning Clawed Terminators

These terminators, complete with vicious claws are good for gruesome gut-spilling. As with the Thunder Hammers, these guys are best placed guarding other troops.



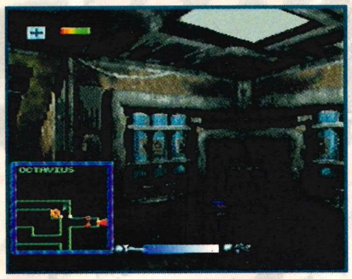
Power Glove Terminators

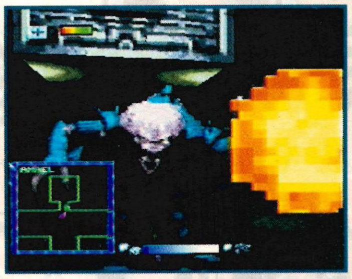
Failing other weapons, this close-combat Power Glove delivers a hefty smack in the face, charged with an extreme bolt of electricity. Defence and offence at its best. Fisticuffs ahoy!

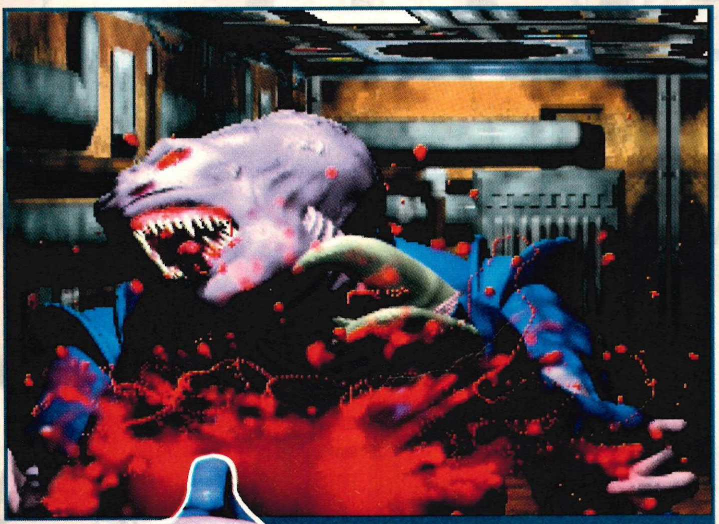


Power Sword Terminators

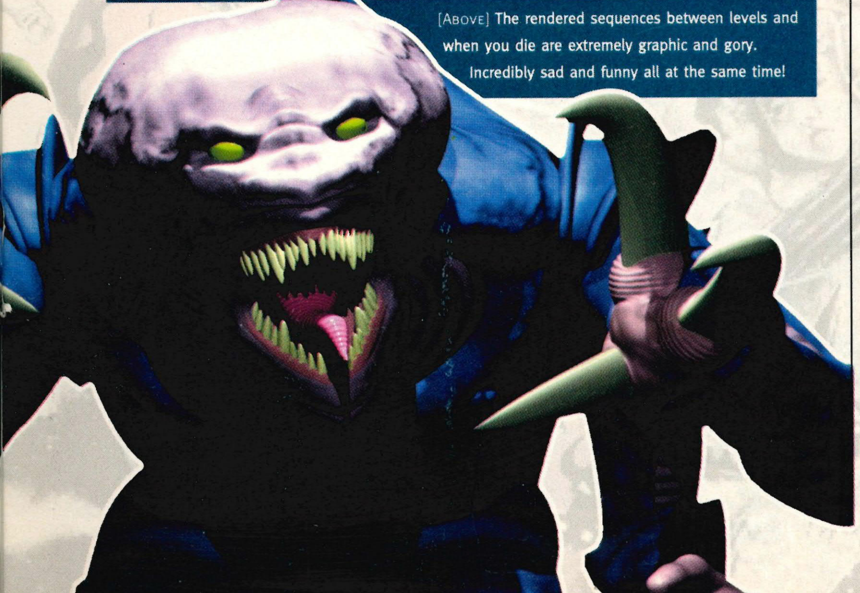
Terminators versed in Zen and the art of Swordfighting lend themselves perfectly to this entrail exposing arm extension. Charged with a plasma bolt for added efficiency, this thing slices 'stealers with ease.







[Above] The rendered sequences between levels and when you die are extremely graphic and gory. Incredibly sad and funny all at the same time!



...AND THE UGLY

The enemies you can encounter in *Space Hulk* vary from pawn-like Genestealers right up to the omnipotent Patriarch, the leader. At first the game might seem a little easy, with only dumb Genestealers to contend with, but as you progress, stronger, more violent agressors show up in an attempt to check your progress. Dare to continue...?

Genestealers

These pawns are smart enough to hide when they know you're around the corner, but sometimes overpower you by their sheer number. They hunt you down and will try to find alternative routes to get around.

Hybrids

Hybrids are smaller than Genestealers, and as a result more agile and faster. They also carry guns and can attack from long distance. They are vulnerable should you get a hit due to low armour.

Chaos Space Marines

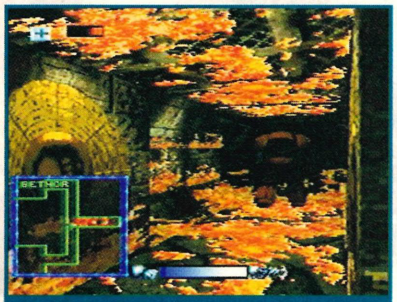
These guys are about as tough as your men, and hence can be rather difficult to dispose of. Their weapons are lethal over long ranges. Your best bet is to catch them in an ambush or crossfire.

The Magus

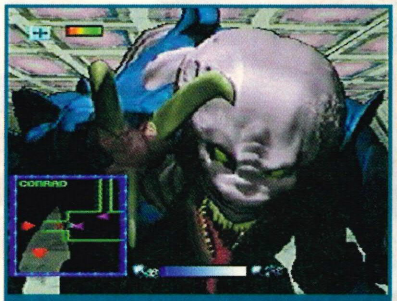
Always attack this guy from around a corner, or try to force him to teleport and thus use upenergy. This will help you defeat him. As with the Marines, catching this guy in crossfire is essential.

The Patriarch

The big boss. Killing this guy is incredibly difficult, and you'll have to consume umpteen rounds of ammunition to even get a scratch on him. But, perhaps there's another tactic...



[Above] Flaming whole rooms is satisfying to say the least, especially if full of Genestealers!



[Above] It can be scary when Genestealers creep up behind you and terminate you with their claws...

f****** do!

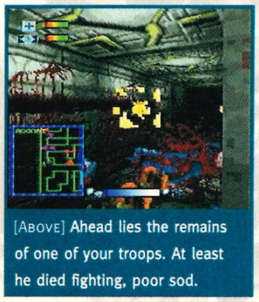
Despite being the 'best of the best', commonly your troops behave like overgrown spoilt kids. This element gives each of your team members a personality and it can actually be quite sad when you lose one of them. It's quite funny hearing them scream though...

Lou Ferringo

Apart from the game itself, which is excellent, there are however a few detracting points. Fundamentally, the graphics aren't quite up to the required standard. The first person perspective runs at the correct speed, but the low resolution of the texture-maps makes the whole thing look a little coarse. The Genestealers are superbly rendered, as are the other characters, but the roughness appearence of the levels and perspective errors when close to walls give the game an unpolished look.

Sonically the game is well endowed, with panning stereo sound effects as you turn and realistic 'radio-transmitted' speech complete with crackles for authenticity. There is no major musical score, but all the sound you need is there. It's more scary when the majority of the mission is spent in silence; waiting for the genestealers to pounce.

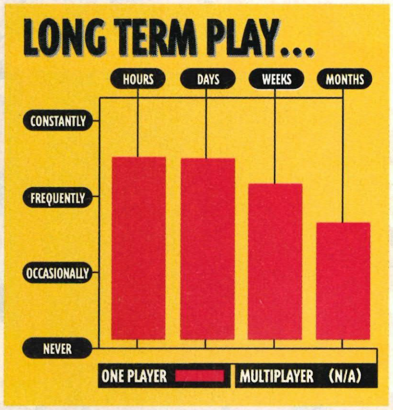
The biggest fault with the game however, and something that infuriates you more and more as you play, is the excruciatingly long loading times. Most levels take 20-30 seconds to load, and after a while this gets incredibly irritating. This lack of optimisation is almost criminal. However, if you know the game, you'll love the PlayStation version, and if you've never encountered it before, give it a try – it'll grow on you. Definitely recommended.



[Above] Ahead lies the remains of one of your troops. At least he died fighting, poor sod.

[Right] Learning to fight in close combat is essential should the aliens get a little too close for comfort.

LONG TERM PLAY...



Looks	●●●●●●●●○○
Sounds	●●●●●●●●○○
Gameplay	●●●●●●●●●●
Value	●●●●●●●●○○
Humour	●●●●●●●●●○

PLAYED 84%

War games have never been such fun!

Alternatively:
Doom (93%)
Alien Trilogy (91%)

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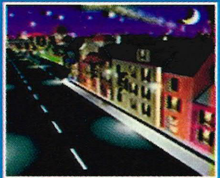
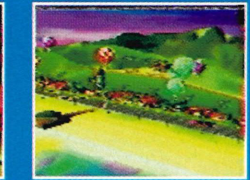
TRACK ATTACK

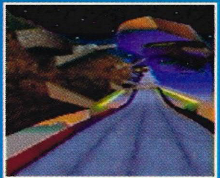
There are a total of ten taxing tracks to tackle in *Motor Toon Grand Prix 2*, each of which has its own unique obstacles to avoid and secrets to discover. All are wild and unpredictable and full of torturous turns and other racing clichés. Let the grand tour begin...



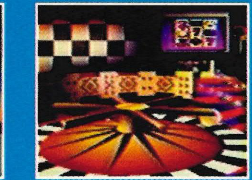
[Toon Village] A simple course that enables inexperienced players to get to grips with their vehicles.



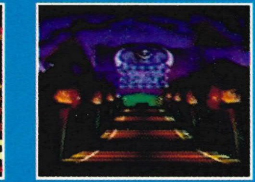
[Toon Island II] A sequel to the original Island track in the first game. Keep an eye open for 90° bends and sheer drops.



[Crazy Coaster] This course boasts a thin track suspended in mid-air. One false move and you're treading vapour!



[Gulliver House II] With a distinctive casino-style theme, this course is guaranteed to keep even top drivers on their toes.



[Haunted Castle] The ghost of Super Mario Kart rears its head in the all-too familiar Haunted Castle section.

MOTOR TO GRAND

Rubber-ised cars, drug-induced power-ups and more twists and turns than a twisty-turny thing. Sounds like a sequel to *Motor Toon GP*.

Motor Toon 2
Motor Toon 2

Written By Matt Yeo

Sony's first real foray into the world of 32-bit gaming, courtesy of their own inexperienced in-house development team, the original *Motor Toon Grand Prix* unfortunately never saw the light of day outside Japan. Although it did make an impression of sorts amongst gamers fortunate enough to obtain an import copy.

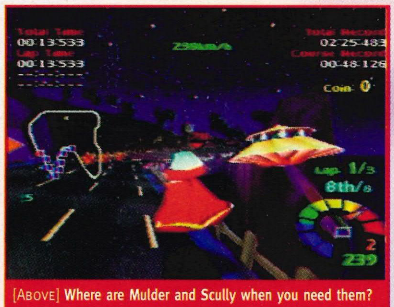
As with its predecessor, *Motor Toon Grand Prix 2* is something of an anomaly. Both games feature the same weird, warping cartoon vehicles, yet what we have here is neither a true racing game nor a cute, kiddie title. *MTGP 2* is in fact a strange hybrid of many other racing games, with elements "borrowed" from such titles as *Super Mario Kart* and *Ridge Racer*, and by rights should be considered something of a pale imitation. Fortunately though, the original game's developers have obviously listened to the many gripes and complaints from both Japanese gamers and jaded game hacks world-wide and they have implemented a multitude of changes, some purely cosmetic while others were sorely needed.

Round the Bend

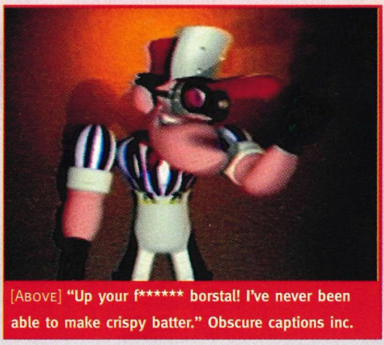
The object of *MTGP 2* is fairly straightforward, with players selecting a cheeky cartoon character, putting their pedal to the metal and burning rubber in an attempt to beat each other to the finishing line in record time. Whilst nipping along at high speed, racers may also unleash all manner of multi-coloured (and multi-purpose) munitions in an effort to slow down their opponents. Amongst this impressive arsenal are such goofy gadgets as 32 ton weights, psychedelic mushrooms, flying boots and remote controlled point-of-view missiles all of which have a variety of defensive and offensive purposes. To purchase extra weapons players must drive over "$" signs littered around each course and then select the appropriate device from a random spinning carousel activated by pressing the ● button on the pad.

Finishing Fine

There are five main race options to choose from including the obligatory Time Attack and Single Race modes as well as the standard Championship Race where successful completion results in all manner of rewards for players. For instance, completing the initial five courses allows access to a further five tracks, more selectable characters and even wackier goodies, all of which may, of course, be saved to the memory card. And speaking of memory cards, these little beauties also come in handy for saving video footage of races, with players having the option of editing their own mini movies for posterity. There's no two-player split-screen mode and unless players are fortunate enough to possess two TVs and two PlayStations then sadly the link-up feature will undoubtedly go untested. However the real bonus here is that the



[Above] Where are Mulder and Scully when you need them? Night Island features UFOs galore. Abductees beware!



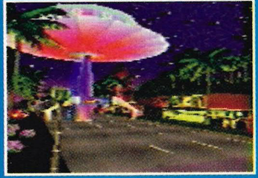
[Above] "Up your f****** borstal! I've never been able to make crispy batter." Obscure captions inc.

PLAY Information

Publisher: Sony Computer Entertainment (Japan)
Contact: The Video Game Centre on 01202 527314
Price: £69.99 (import)
Release date: Out Now

One Player
Mutiple Players
Steering/Analogue
Link Cable

[SNOW VILLAGE]
THE OBLIGATORY ICE LEVEL FEATURES THE USUAL FROZEN TRAPS SEEN IN MANY A RACING AND PLATFORM GAME.



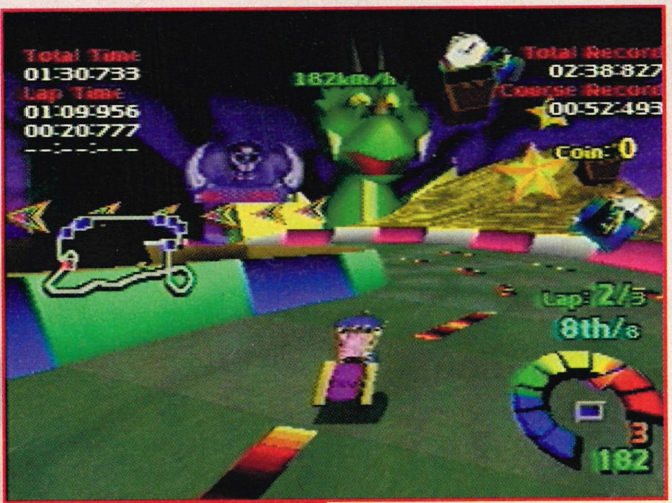
[NIGHT ISLAND]
THE FLYING SAUCER-PACKED SKY IS MORE OF A DISTRACTION THAN ANYTHING ELSE. TRY EXPLORING SOME OF THE HILLSIDE ROADS...

[GALAXY COASTER]
THE MOST STOMACH-CHURNING ROLLERCOASTER YOU'VE EVER BEEN ON IN YOUR LIFE. KISS GOOD-BYE TO YOUR LUNCH!

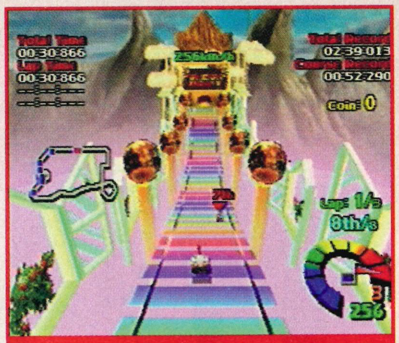
[GULLIVER NIGHT]
THERE ARE VIRTUALLY NO POWER-UP POINTS HERE AT ALL. PLAYERS WILL HAVE TO RELY ON THEIR DRIVING SKILLS TO WIN THROUGH.

[HEAVENLY CASTLE]
INVISIBLE TURNS CONSTANTLY HAMPER DRIVING. COMPLETING THIS TRACK IS A TRUE TEST OF DRIVING.

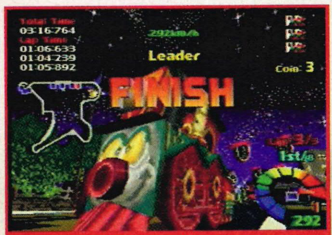
OON
PRIX 2



[ABOVE] The Haunted House level is awesome to look at, but keep your eyes on the road ahead to avoid disappearing floors and spooky spectres.

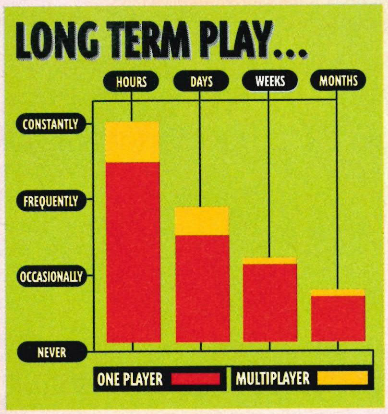


[ABOVE] Cross the Rainbow Bridge and enter Asgard mortal!" *Motor Toon Grand Prix 2* gets all Nordic and god-like with a trip to the Heavenly Castle level.



[ABOVE] A bit of nifty driving and some lucky breaks enable Billy the Tough to chuff his way to victory.

[ABOVE] Vanity wishes she had worn her leg warmers as she attempts to negotiate the frozen perils of the Ice Cavern.



[ABOVE] Some weapons, such as the Spikey Star bomb, are dropped from behind the vehicle straight into the path of pursuing opponents. Ouch! When you are hit by such devices, the screen pans upwards to allow you to plan your landing.

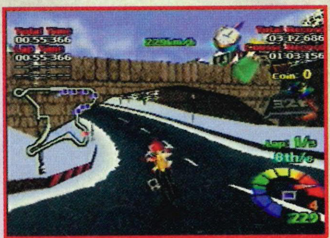
> "The real bonus is a bundled link-up disc – no second CD required."

MTGP 2 comes bundled with a link-up disc negating the need for a second copy of the game. Yes, yes, yes, yes, more please, do it again Sony!

On the whole, major gripes are few and far between although certain levels suffer from some nasty polygon glitching (particularly on the many rainbow coloured tracks and backgrounds) and inexperienced players will no doubt moan about the initial lack of control all the vehicles suffer from. However, if you're looking for a distinctly different type of racing game guaranteed to test your driving skills, patience and sense of humour to the limits then *Motor Toon Grand Prix 2* should easily satisfy all your expectations.

Coin: 2
Super Shield
206

[ABOVE] The Gulliver House II course boasts a lovely line in tasteful decor including giant playing cards, a mammoth roulette wheel and deadly dice dodging corridors. Unfortunately, many of the obstacles lack collision detection; ruining the effect.



[ABOVE] "It's perishin'!" chatters our valiant driver as he wings his way through the slopes and icy inclines of the Snow Village.

PLAY

LOOKS	●●●●●●●●○○
SOUNDS	●●●●●●○○○○
GAMEPLAY	●●●●●●○○○○
VALUE	●●●●●●●●○○
STRETCHABILITY	●●●●●●●●●○

PLAYED 79%

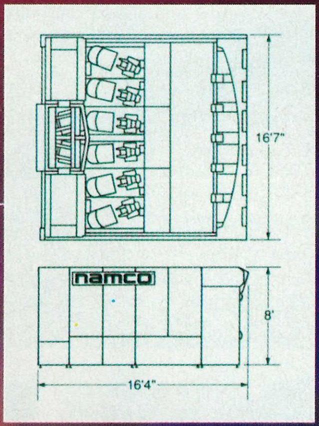
Truly terrifically Toon-tastic!

ALTERNATIVELY:
MOTOR TOON GRAND PRIX (60%)
RIDGE RACER REVOLUTION (90%)

ARCADE TECH SPECS

Originally released in 1993, *Galaxian 3* was the largest video game experience ever to grace an arcade. In fact in Japan there's an exclusive version where the entire room moves in time to the action thanks to powerful hydraulics. Unfortunately, due to the sheer size of the cabinet that housed the massive 16" wide screen, projection system, digital sound set-up and six player gunnery stations, only larger arcades, such as London's Trocadero centre, are equipped to handle this monster coin-op. *Galaxian 3* is powered by Namco's own System 22 texture-mapping, polygon hardware and costs a whopping £80,000!

ENTRANCE
GALAXIAN
EXIT



GALAXIAN^3

Yes, it's yet another shoot-'em-up but guess what? This one's from software giants, Namco so what could possibly go wrong?

Written By Mat Yeo

"Eat red hot laser death, alien scum!" If you were one of the few people who actually went out and bought a copy of *Starblade Alpha*, as opposed to borrowing it off your sad mate, then you'll no doubt be thrilled at the prospect of yet another FMV space-based shoot-'em-up.

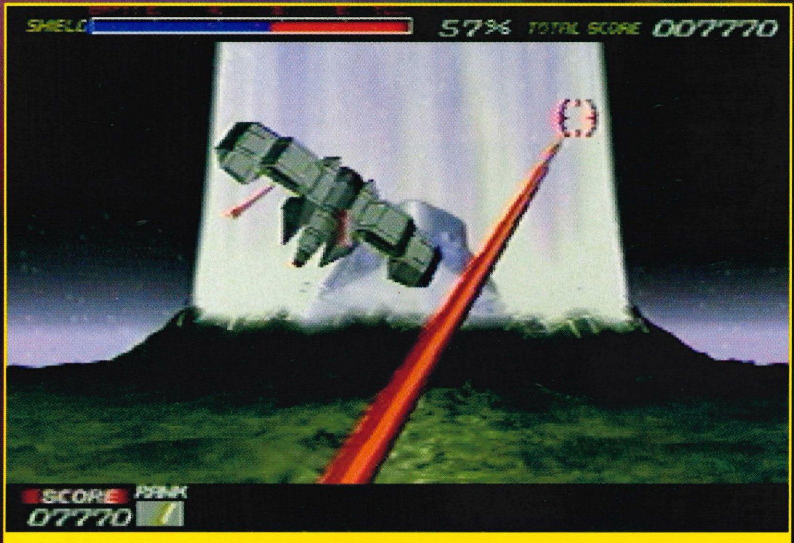
Utilising the same grainy, laserdisc footage and repetitive on-the-rails gameplay as its arcade big brother, the PlayStation version of *Galaxian^3* is something of a smear on Namco's otherwise pristine back catalogue. Okay, maybe not a smear but a dirty smudge nonetheless. Remember, this is the same company that brought you such classics as *Tekken 2* and *Ridge Racer Revolution*, so why bring out a console conversion of a luke-warm arcade game?

The final frontier

The scenario follows the same well-worn path of countless sci-fi epics of yore. An alien race from a far-flung galaxy has decided that the universe would be much better without us humans stinking up the place and so they take it upon themselves to build all manner of diabolical death rays and weird weapons, determined to wipe us out for good. But hey, all is not lost, 'cos we've got a hotshot pilot who's willing to fly a suicide mission into enemy territory and kick alien butt with the kind of macho attitude that would put Grant Mitchell to shame. That's where you come in.

Thanks to the multi-tap option, up to four players may take part in this extraterrestrial extermination, although one lone maverick should be able to beat the game on easy after just a few sittings. If you're bereft of mates then fear not as there's always a CPU controlled co-pilot on hand to aid you in your hour of need. Other impressive options arrive in the form of a Play Recording mode, that enables a memory card to save and duplicate another player's attack style, a widescreen option and the fact that *Galaxian^3* is also NegCon and Mouse compatible.

Visually, *Galaxian^3* features streamed FMV backgrounds with computer generated ships, explosions and crosshairs overlaid on the screen. For some reason, Namco has decided to produce a completely arcade perfect conversion. What's wrong with that? Well, the problem is that *everything* has been included from the coin-op and that includes short six minute missions, a mind-boggling amount of impossible-to-hit enemies and even a line down the centre of the your TV that simulates

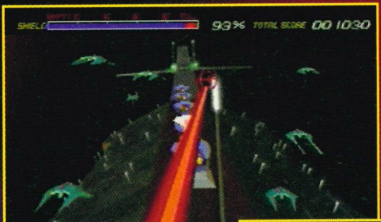


[Above] At some points there are over 30 enemy ships on-screen at one time, ranging from fighters to bulk cruisers.

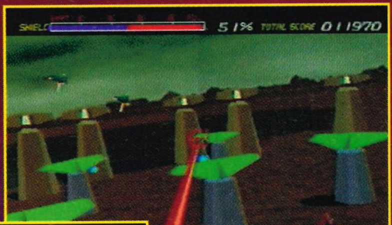
PLAY Information

Publisher: Sony Computer Entertainment Europe
Customer support: 0881 505505*
Price: £44.99
Release date: August

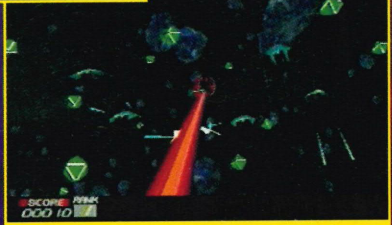
One Player
Mutiple Players
Mouse
Memory Card
Steering/Analogue



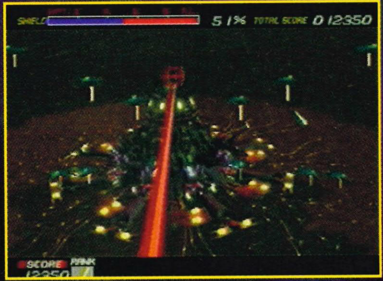
[Above] The first test. Rookie pilots take on the might of the alien's flagship.



[Above] Project Dragoon is situated on a desolate world made into an alien fortress.



[Above] Materialising in the middle of a mine-riddled asteroid field isn't everybody's idea of fun, but this is a blast! [Left] The aliens' super-weapon takes the form of a planet-shattering plasma cannon. Fly inside to destroy this device.



> “A smear on Namco's pristine back catalogue...”

where the two arcade projection screens overlap.

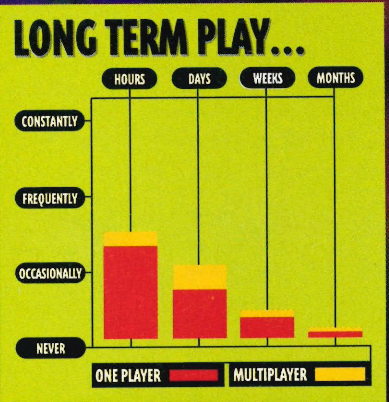
On the plus side, the advantage of the CD-ROM medium is evident, as the game features awesome Namco tunes as well as sampled sound effects and tons of speech.

SPACE MAN!

But let's face it, there's nothing more depressing than dashing home with your brand spanking new game, playing for an hour and realising that you were, in fact, ripped off.

Unfortunately, as with *Starblade Alpha*, this kind of repetitive gameplay just won't fool gamers these days. Yes, *Galaxian^3* may well be great to look at (well, the *Rising of Gourb* mission at least) but there's only a limited amount of longevity lurking within. Maybe lengthening the existing missions or adding more new scenarios might have helped but as it stands *Galaxian^3* is a 32-bit disappointment.

LONG TERM PLAY...



PLAY

LOOKS	●●●●●●○○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●○○○○○○○
VALUE	●●●●●○○○○○
ZERO G GRADE	●●●●●○○○○○

PLAYED 69%

Overpriced conversion of an overpriced coin-op

ALTERNATIVELY:
PHILOSOMA (85%)
STARBLADE ALPHA (68%)

MISSION IMPOSSIBLE

OBVIOUSLY, *GALAXIAN 3* WAS INTENDED TO BE A SIX MINUTE SHOOT-'EM-UP WITH VERY LITTLE REPLAY VALUE (ESPECIALLY AT £3.00 A THROW!). FORTUNATELY, FOR LONGEVITY AND THE HOME VIDEO GAME MARKET, NAMCO HAVE INCLUDED BOTH THE ORIGINAL PROJECT DRAGOON MISSION AND AN EXCLUSIVE PLAYSTATION ONLY SEQUEL, RISING OF GOURB. HOWEVER, OUR SOURCES TELL US THAT THERE ALSO EXISTS A SECRET OPTION TO PLAY THE ORIGINAL G3 ARCADE SEQUEL, ATTACK OF THE ZOLGEAR. CHECK OUT NEXT MONTH'S STATION MASTER TO FIND OUT HOW TO ACCESS THIS TOP CHEAT...

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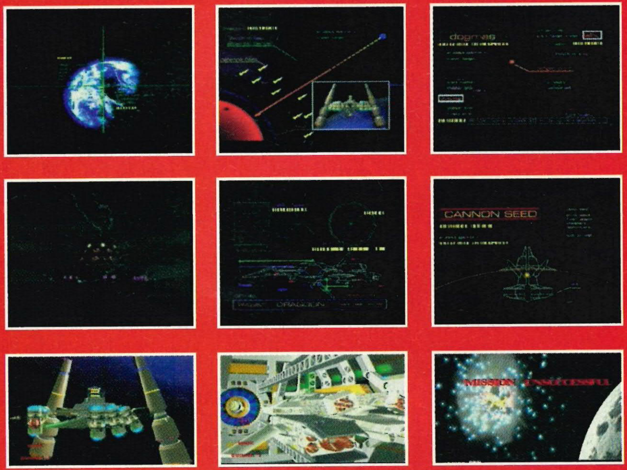
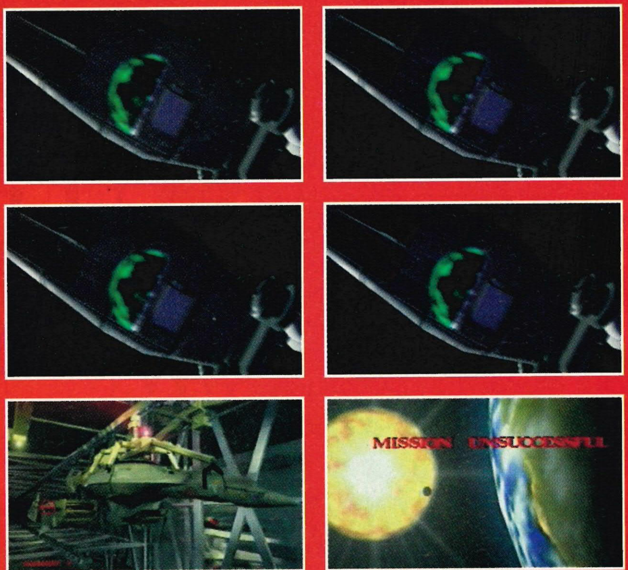


[RISING OF GOURB]

PROGRAMMED EXCLUSIVELY FOR THE PLAYSTATION, RISING OF GOURB (GRAVITATIONAL ORBITAL UNCOMMON RADIATION BREEDER!) FEATURES MORE OF THE SAME LONE-PILOT-SAVES-THE-GALAXY ACTION BUT THIS TIME BOASTS NAMCO'S TRADEMARK SUPER-SMOOTH FMV AS PLAYERS TEAR THEIR WAY THROUGH A FLOATING ALIEN SUPERSTRUCTURE. DESTROY THE HEAVILY-SHIELDED REACTOR TO WIPE OUT THIS DEVIOUS DEVICE.



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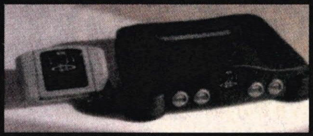

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Written By Mat Yeo

DARKST

T

Admit it, YOU LOVE 'EM. 2-D beat-'em-ups that is. COMBAT king CAPCOM tries HARD to put the WILLIES up us all with a SPOOKY fighter.

Fiendish in the extreme, *Darkstalkers* has always been a bit of an anomaly in the Capcom scheme of things. The original arcade game was released in early '95 minus the usual bells and whistles that accompany virtually every fighting game release from these Japanese software giants, and even spawned a sequel in the shape of *Night Warriors: Darkstalkers' Revenge*. In fact *Darkstalkers* is usually the strangely vacant machine left standing in some distant, dust-covered corner of your local arcade, unplayed and unloved (sniff). Those of you unfamiliar with this B-movie monster beat-'em-up don't know what you're missing.

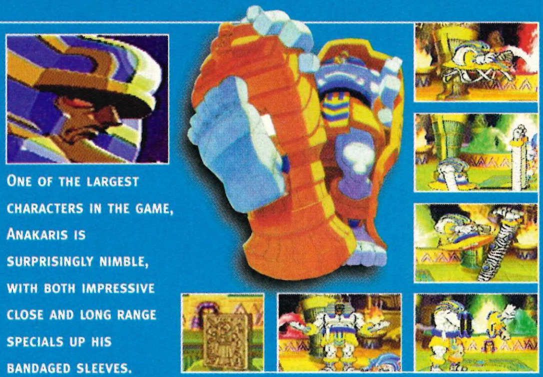
Essentially, *Darkstalkers* takes the well-honed *Street Fighter* game engine and grafts on a few added extras. In fact Capcom has used both the *Darkstalkers* and *Marvel Super Heroes* games as test stations for new gameplay mechanics (such as air-blocking and guard reversals) and then implemented them in their current pride-and-joys, *Street Fighter Alpha* and *SF Alpha 2*.

Monster mash

As far as this baby goes, you all know the score by now. One (or two) players choose a character and battle their way through numerous combat rounds in order to prove who's Mr Big, Numero Uno, The Main Man, The Big Cheese etc. Each fighter has their own standard special moves plus super attacks that may only be performed once a power meter at the bottom of the screen is full. There are ten characters to choose from, ranging from the blood sucking Demitri to the patchwork quilt of a creature, Victor, and it's certainly worth trying out all of the fighters just to see Capcom's superb animation in action. In fact, you can find

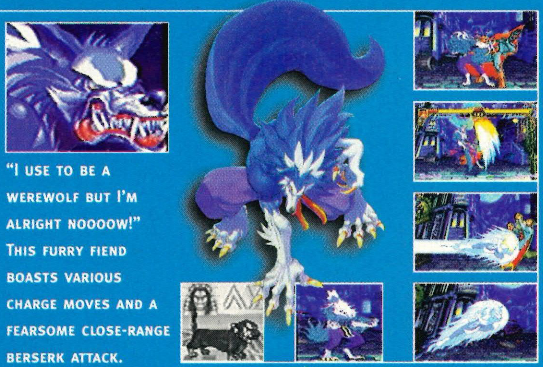
> "This game is pure eye-sex!"

[Anakaris – The Mummy]



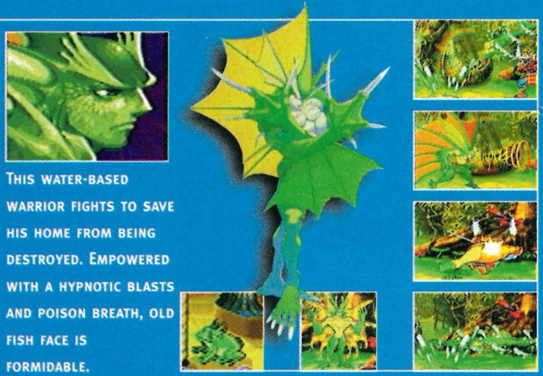
One of the largest characters in the game, Anakaris is surprisingly nimble, with both impressive close and long range specials up his bandaged sleeves.

[J Talbain – The Werewolf]



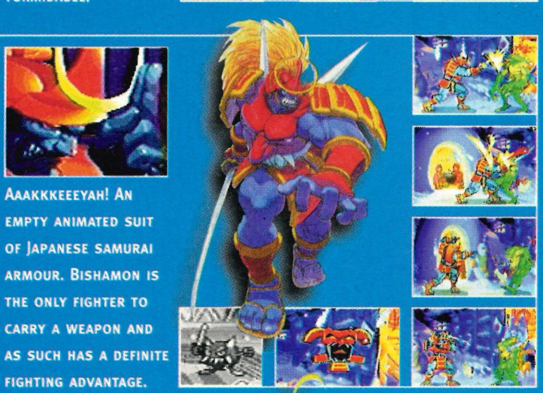
"I use to be a werewolf but I'm alright nooouw!" This furry fiend boasts various charge moves and a fearsome close-range berserk attack.

[Riuko – The Merman]



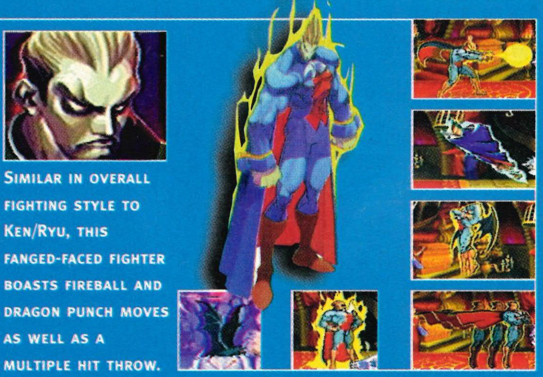
This water-based warrior fights to save his home from being destroyed. Empowered with a hypnotic blasts and poison breath, old fish face is formidable.

[Bishamon – The Samurai]

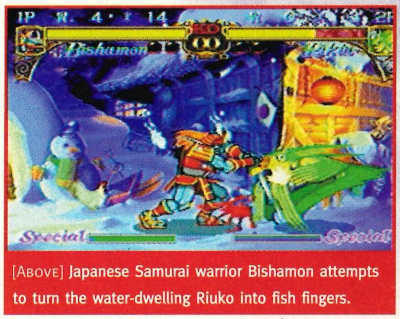


Aaakkkeeeyah! An empty animated suit of Japanese samurai armour. Bishamon is the only fighter to carry a weapon and as such has a definite fighting advantage.

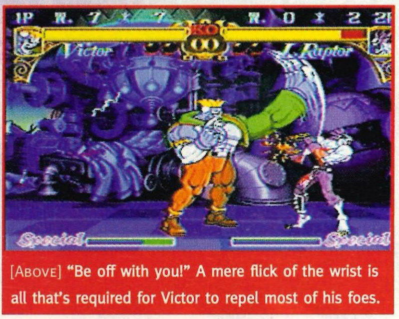
[Demitri – The Vampire]



Similar in overall fighting style to Ken/Ryu, this fanged-faced fighter boasts fireball and dragon punch moves as well as a multiple hit throw.



[Above] Japanese Samurai warrior Bishamon attempts to turn the water-dwelling Riuko into fish fingers.



[Above] "Be off with you!" A mere flick of the wrist is all that's required for Victor to repel most of his foes.

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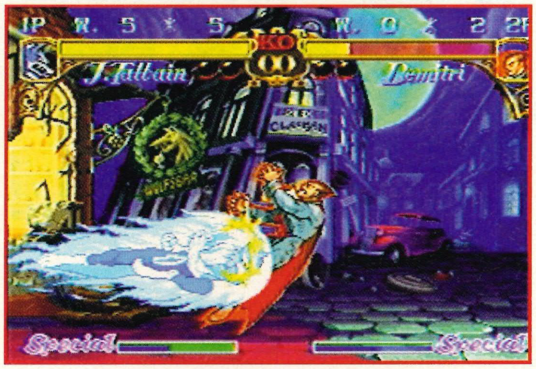

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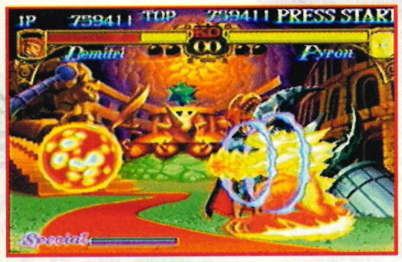
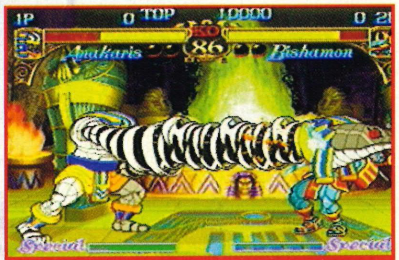




[Above] Anakaris lets Bishamon get a good look at what's really up his sleeves. Those mummies, eh? They're so wrapped up in themselves.

yourself spending half the time watching out for amusing frames such as Sasquatch's eye-popping face and J Talbain's werewolf transformation.

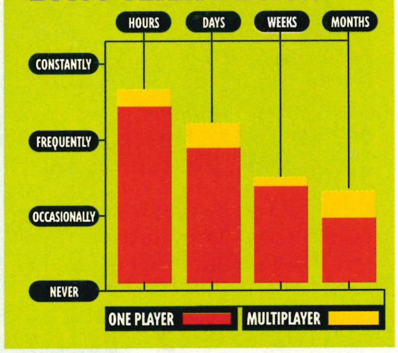
If, like me, you're a big fan of Capcom's unique anime style artwork then you'll adore *Darkstalkers.* From the impressive intro sequence to the hilarious continue screens, this game is pure eye-sex! Don't let other less-competent game mags dissuade you with cries of "but there are frames of animation missing... moan... moan... why can't you play as the bosses... mutter... mutter... slow loading times etc." Make no mistake – *Darkstalkers* is a fighting fanatic's fiendish friend.

Creature Shock

For a start, all the sound effects have been sampled directly from the digital masters and the arcade music has been completely arranged, so make sure the volume level on your TV is cranked right up. As for missing animation frames – Pah! PlayStation *Darkstalkers* boasts some of the smoothest animation seen in any fighting game and easily surpasses the home version of *Street Fighter Alpha.* We're talking five layers of parallax scrolling and transparencies that weren't even in the original arcade game. Yes, loading times are obvious but surely that's a small price to pay for near arcade perfection? The only downside is the lack of optional extras such as endurance rounds or team battles which would certainly have increased long term playability.

If you're a fan of any of the *SF* games then *Darkstalkers* should satisfy your bloodlust for a few months, with crazy cartoon characters and a challenge level that's truly monstrous.

LONG TERM PLAY...



PLAY

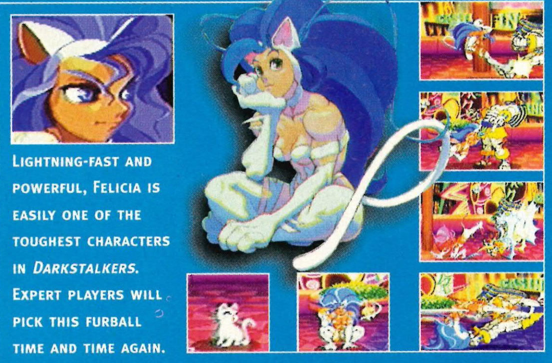
Looks	●●●●●●●●○○
Sounds	●●●●●●●○○○
Gameplay	●●●●●●●●○○
Value	●●●●●●●○○○
Fright Factor	●●●●●●●●○○

PLAYED 88%

Capcom at its creepiest

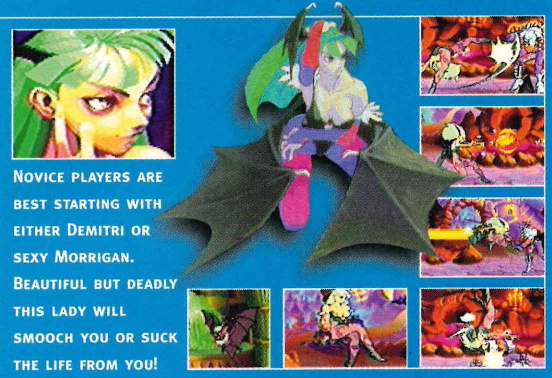
Alternatively:
Tekken 2 (95%)
Street Fighter Alpha (93%)

[Felicia – The Cat Woman]



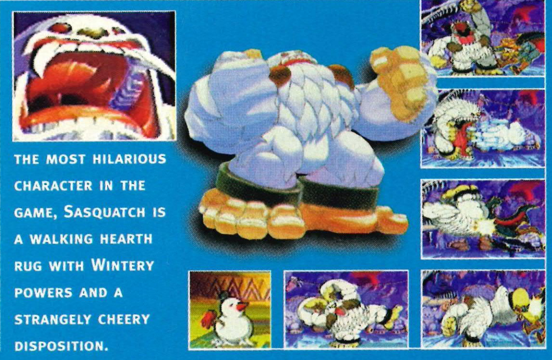
Lightning-fast and powerful, Felicia is easily one of the toughest characters in *Darkstalkers.* Expert players will pick this furball time and time again.

[Morrigan – The Succubus]



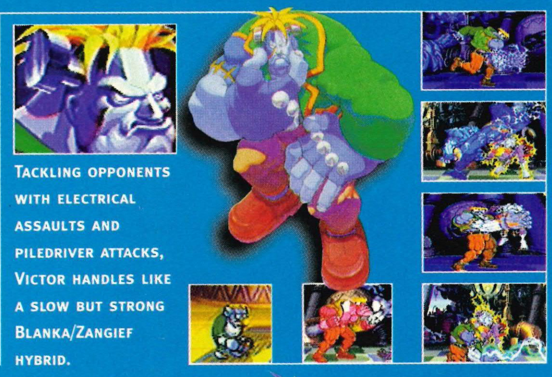
Novice players are best starting with either Demitri or sexy Morrigan. Beautiful but deadly this lady will smooch you or suck the life from you!

[Sasquatch – The Bigfoot]



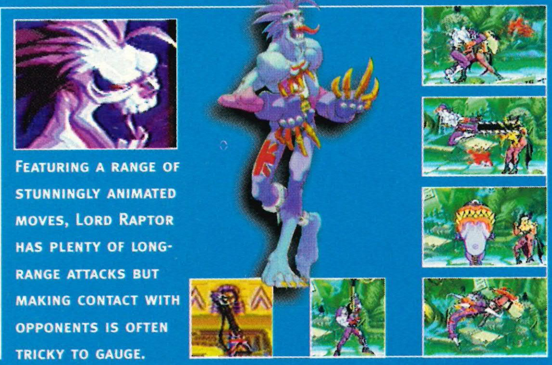
The most hilarious character in the game, Sasquatch is a walking hearth rug with Wintery powers and a strangely cheery disposition.

[Victor – The Frankenstein]



Tackling opponents with electrical assaults and piledriver attacks, Victor handles like a slow but strong Blanka/Zangief hybrid.

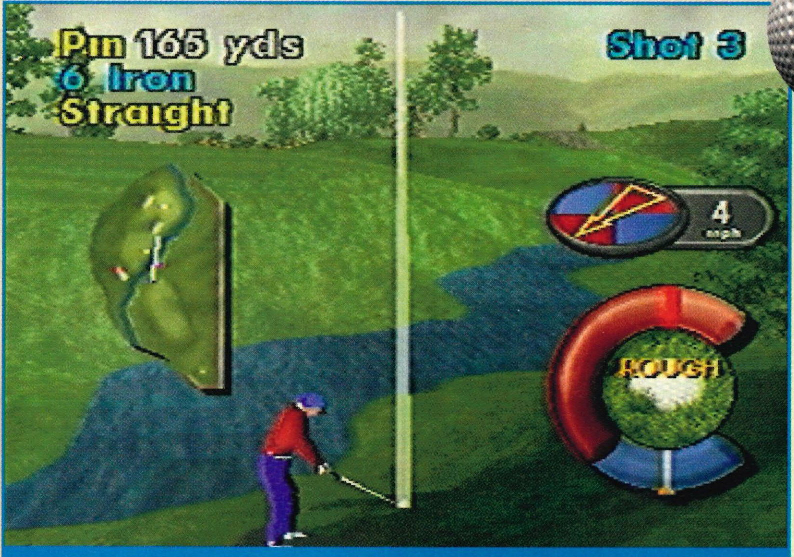
[Lord Raptor – The Zombie]



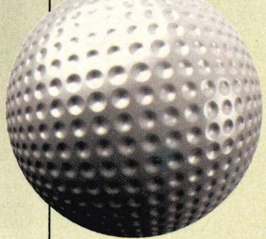
Featuring a range of stunningly animated moves, Lord Raptor has plenty of long-range attacks but making contact with opponents is often tricky to gauge.

ACTUA G

SURELY ANY GAME WHERE PLAYERS SPORT APPALLING JUMPERS AND HORRENDOUS TARTAN TROUSERS SHOULD BE SEVERELY RIDICULED? GREMLIN THINKS NOT ACTUA-LY.



[Above] Amongst the many course hazards to avoid are the water sections. Lose your ball in one of these babies and you're gonna be playing with waders on.



Bogeys, birdies, eagles, albatross. Mean anything to you? If you're a big fan of Faldo or follow the sporting highs and lows of Sevvy then you'll no doubt be familiar with these bizarre terms. Golf is huge, with massive prize money to be won and celebrity status to be gained. So what's all this got to do with the PlayStation then? Read on, puzzled reader, read on...

Gremlin Interactive has already had phenomenal PlayStation success so far with its first two titles, the frenetic gore-fest, *Loaded* and *Actua Soccer*, the first in the firm's planned sports series which looks like setting the standard in 32-bit gaming thanks to some brilliant motion-captured animation and tight gameplay. *Actua Golf* definitely has a lot to live up to.

TARBIE & BRUCIE

Actua Golf ain't half bad too. For instance on the visual side, *Gremlin* has once again utilised their motion-capture studio facilities this time to record professional golfers strutting their stuff. Although nowhere near as flashy as *Actua Soccer*, each golfer moves fluidly enough whether swinging, putting or ranting at a missed putt. Each course is based on an existing location, such as the Royal Glen Golf Club, and both terrain and weather have noticeable effects on your gameplay. As balls are battered around the fairway, a variety of instant replays may be called up for play analysis, including a three-way split-screen view adding to the glossy televised match style.

To further increase realism, Gremlin has enlisted the talents of highly respected commentator, Peter Aliss, who provides over 1,500 sampled quips and observations, ranging from walk-throughs of each course, to encouragement for impressive shots.

TEE FOR TWO

If it's multiple game options you're after then look no further. *Actua Golf* boasts a stunning selection of gameplay modes including Practice (ideal for beginners), Strokeplay (nine or 18 holes played), Matchplay (two players go head-to-head), Skins (compete for big money) and the multi-player extravaganzas that are Foursomes and Fourballs. There are also AMA Tour and Pro Tour modes for experienced golfers seeking a lengthy challenge against up to 23 human and CPU opponents.

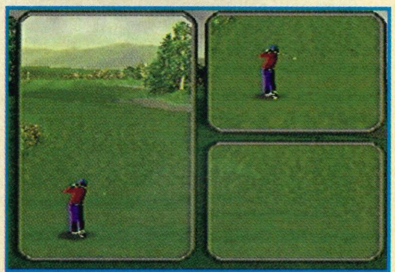
So what we have here is a truly realistic, highly playable and thoroughly

PLAY INFORMATION

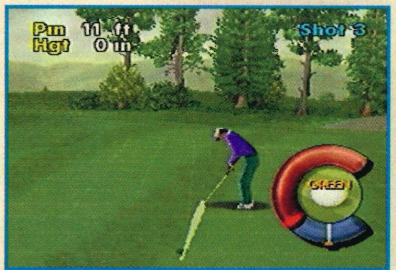
Publisher: Gremlin Interactive
Contact: 0114 275 3423
Price: £45-50
Release date: July

MUTIPLE PLAYERS **MEMORY CARD**

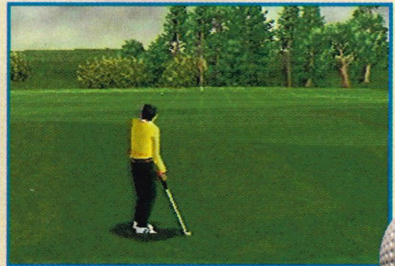
MULTI-TAP



[Above] There are various Replay viewpoints to select with this particular shot covering up to three angles at once for maximum exposure.



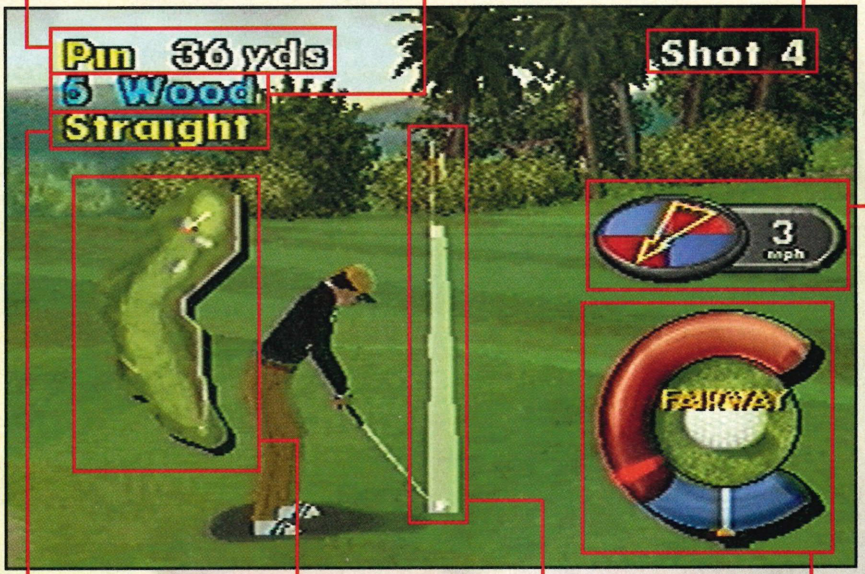
[Above] The end is in sight with just a slight tap of the putting wedge required to separate the winners from the losers.



[Above] For the last few shots, players are advised to move the camera around the hole to make sure their shot is correctly lined up.

OLF

> **"Top commentator Peter Allis provides over 1,500 quips and comments..."**


Pin 36 yds
6 Wood
Straight
Shot 4
3 mph
FAIRWAY

Shows the exact distance to be covered in order to reach the current hole being played. Obviously this number reduces the closer a player gets to the pin.

The current club in use. Players may select from various woods, irons and putting wedges depending on the type of shot being played.

Yep, that's right, this is the fourth ball played so far. No prizes for guessing what the next will be, eh?

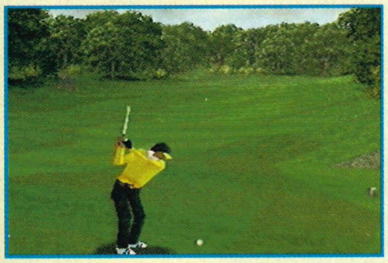
The weather plays an important role in *Actua Golf*. This arrow indicator shows from which direction players can expect gusts and breezes to come, as well as the airspeed.

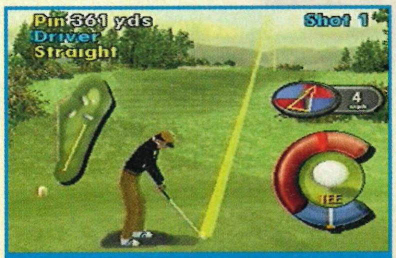
This is the most important on-screen instrument to watch. The dial represents both the ideal power and stroke to use on a shot. Press × once to start the power meter, tap it again when it reaches the first red mark, then again when it reaches the next. The first indicates how hard players are hitting the ball and the second relates to whether it's a hooked or sliced shot. The centre image shows the exact current location on the green.

Sometimes, due to obstacles on the green, players may be unable to see the hole clearly. This text displays the ideal shot to be played in order to reach the target.

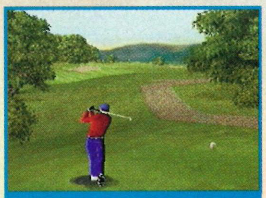
A miniature aerial view of the course with bunkers, foliage and water shown. As players move around the green, a red line indicates movement.

The Ball Arc Line shows the direction in which the ball should travel. Shorten or lengthen the Arc in order to avoid hazards and adverse weather conditions.

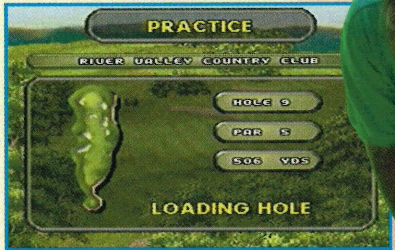



Pin 361 yds
Driver
Straight
Shot 1
4
TEE

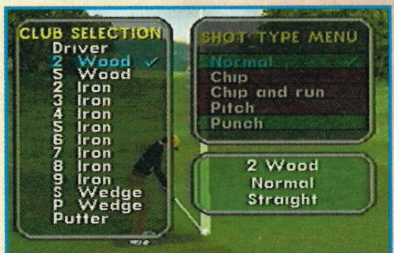
[Above] "This new boy's come outta nowhere. It's a typical Cinderella story. He's looking at a 300 yard drive with a nine iron. Oh yes... it's a superb shot!"



[Above] As with *Actua Soccer*, Gremlin has employed their effective motion-capture technology for all player visuals.


PRACTICE
RIVER VALLEY COUNTRY CLUB
HOLE 9
PAR 5
506 YDS
LOADING HOLE

[Above] The Practice mode enables inexperienced players to try their hand at a few holes before entering the main events themselves.

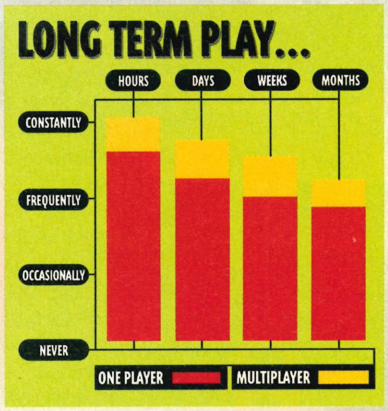

CLUB SELECTION
Driver
2 Wood
5 Wood
2 Iron
3 Iron
4 Iron
5 Iron
6 Iron
7 Iron
8 Iron
9 Iron
S Wedge
P Wedge
Putter
SHOT TYPE MENU
Normal
Chip
Chip and run
Pitch
Punch
2 Wood
Normal
Straight

[Above] Choose your weapon. The computer will automatically select a club for you before each shot, but players may choose any of the woods or irons on offer.

enjoyable golfing simulation that's guaranteed to provide both hardened sports fans and complete novices with weeks of entertainment.

Real gripes and groans are few, although it has to be pointed out that there were incredibly loooooong loading times with our review copy of the game and these will more than likely appear in the final packaged version.

Not being a golfing nut myself, I have to say that in terms of both instant accessibility and enjoyment, *Actua Golf* definitely scored a hole-in-one with this reviewer. Let's face it, any sports game that players can just pick up and get to grips with in a matter of minutes yet provides long term fun, is surely a winner in anyone's book.



PLAY

Looks	●●●●●○○○○○
Sounds	●●●●●●●●○○
Gameplay	●●●●●●●●○○
Value	●●●●●●●●●○
Fairway Factor	●●●●●●●●○○

PLAYED 88%

Leaves *PGA '96* in the rough

Alternatively:

PGA Tour '96 (86%)

World Cup Golf (71%)

SKELETON WARRI

DEVELOPERS CONTINUE TO STRUGGLE IN MAKING PLAYSTATION PLATFORMERS ANY FUN. SKELETON-MEISTERS, PLAYMATES, HAS THE BONES OF A GOOD IDEA...

WRITTEN BY MATT YEO

PLAY INFORMATION

Publisher: Playmates Interactive Entertainment
Contact: The Video Game Centre on 01202 527314
Price: £59.99 (import)
Release date: Out Now

ONE PLAYER

Utter PR hype can convince the gullible, and if you were to believe it in this case then Playmates Interactive Entertainment's latest release should be a platform gamer's idea of heaven. *Skeleton Warriors* apparently boasts "fully modelled 3-D characters, a CD-quality soundtrack by the award-winning Tommy Tallarico (who?) and the smoothest character animation you've ever seen!" Does it bollocks.

What *Skeleton Warriors* does have is poor gameplay, predictable levels and the ability to reduce the PlayStation's legendary status to that of a humble 16-bit machine.

Players take on the role of the valiant Prince Lightyear and, utilising both sword-fighting and magical powers, battle the forces of darkness across 20 side-on scrolling platform levels. Progression through each stage is hampered by the presence of undead skeleton warriors that attack in increasing numbers. Simply shattering these foul creatures into a dozen pieces isn't enough. Whilst a swift sword swipe usually does the trick, the skeletons reform unless you collect the various power-up icons that are deposited after a successful decapitation. These useful items then bestow special abilities upon our hero and enable a range of energy attacks to be unleashed which certainly prove handy for clearing crowded battle sites and end-of-level monsters.

DEM BONES, DEM BONES

With the advent of such 3-D platforming delights as *Jumping Flash*, it's hard not to be critical of a title that bears an uncanny resemblance to the endless glut of poor quality platform games that plagued 16-bit consoles. US programmers Neversoft was originally developing the *Skeleton Warriors* licence for both the Mega Drive and Super NES when the decision was made to switch production to the Saturn and PlayStation. Unfortunately, the resulting game feels rushed, with a series of 3-D rendered jet bike bonus levels tagged on almost as an afterthought. Basic gameplay has been seemingly thrown out of the window.

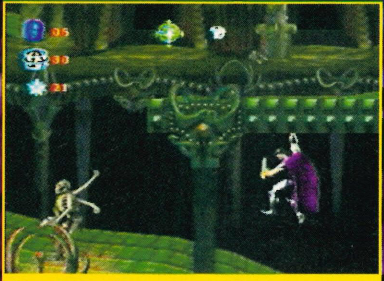
Take the SGI modelled characters for instance. Please. There are over 100 of these buggers yet each one appears on-screen as a tiny sprite instead of the huge, lumbering creatures they should be.

Even as a platform game, *Skeleton Warriors* falls flat on its boney face. The layout of each stage is virtually identical with players hacking and slashing their way from the left of the screen to the right. There are no hidden bonus areas, level warps or tricky chasms to leap. In fact there are hardly even any platforms to speak of and surely that's a prerequisite for any platform game, or am I just being too picky?

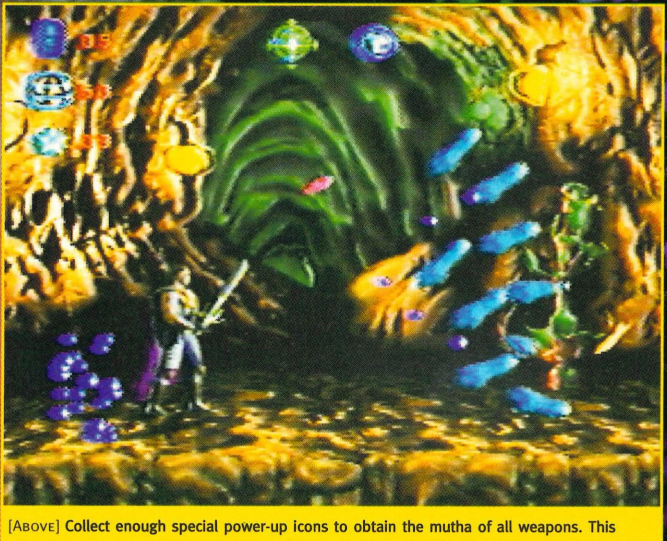
AIN'T GOT NO BODY

Visually, the PlayStation almost seems to struggle with a few layers of parallax scrolling and Neversoft has stated that unlike the Saturn, which can handle simple 2-D scrolling backgrounds with ease, this version required each level to be constructed from blocks of sprites before the game would run at 60fps. It's only when tackling the 3-D flying sequence that your faith begins to be restored although even these are nowhere near as smooth as what we've come to expect from a machine that can easily handle the likes of *Ridge Racer*.

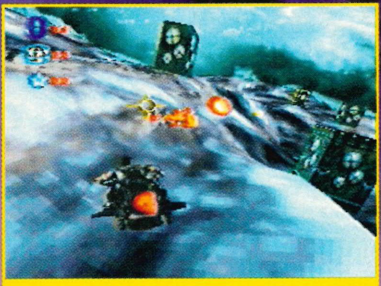
It's doubtful whether *Skeleton Warriors* will actually even receive an official PAL release, but it's obvious that even if it does, it sure ain't gonna be a big seller. Make no bones about it (boom, boom), this just hasn't got what it takes to cut it as a true next generation title.



[ABOVE] **When things get just a little too rough, Prince Lightstar can leap to the ceiling and take a swipe at his foes from above. Take that!**

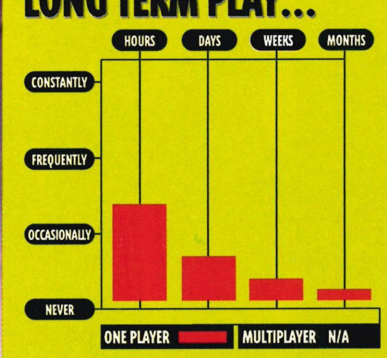


[ABOVE] **Collect enough special power-up icons to obtain the mutha of all weapons. This super shot is extremely useful for tackling end-of-level bosses.**

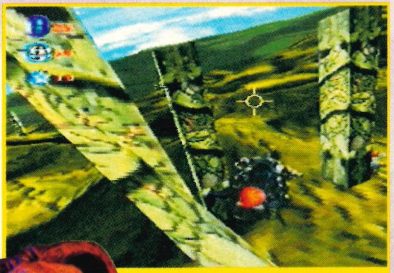


[Above] The flying jet bike levels provide players with the opportunity to collect much-needed bonus items and power-ups.

LONG TERM PLAY...

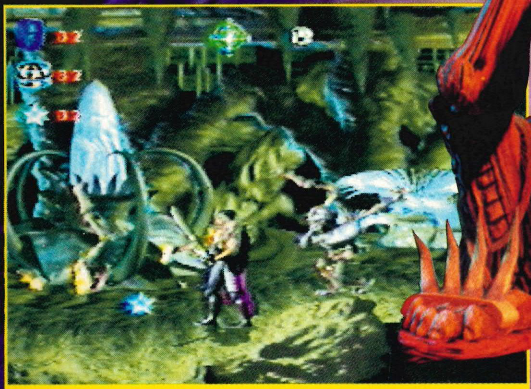


ORS



[Above] Collide with too many ground-based structures and the bonus flight round is cut painfully short.

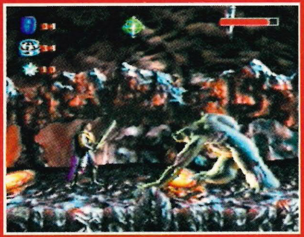
> "Hardly any platforms to speak of, surely that's a prerequisite for a platformer?"



[Above] The Crystal Cave level features all manner of vile beasts including stinging jellyfish and spikey-spined creepy crawlies.

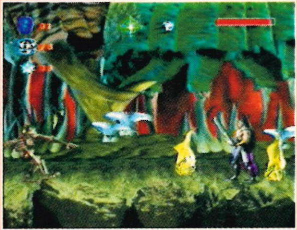
BAD TO THE BONE

As with any platformer worth its salt, Playmates' *Skeleton Warriors* features a host of boss characters to tackle before progression to further levels is allowed. Most of these guys require next-to-no skill to defeat as they boast pathetic arsenals and easy to memorise attack patterns. However, a few of them will put even the most experienced warriors to the test.



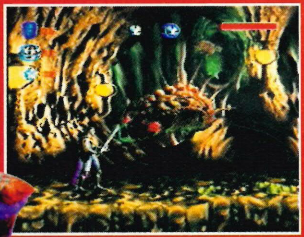
[Ursa]

Grrr! Mighty of tooth and vicious of claw, the hairy beast known as Ursa is your first fierce foe. Players will be able to see his moves coming from a mile off and easily dodge his rolling attack and boulder barrage.



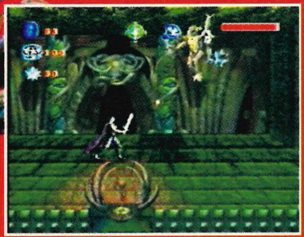
[Dagger]

Hmm... now this guy actually requires a bit of skill to conquer as, just when you think he's defeated, old bonehead leaps back to life with a fresh energy bar. Keep your distance and avoid the flaming pellets.



[Mudu]

This bizarre floating mutant bares a striking resemblance to your lower intestine after a particularly nasty korma. Still let's not hold that against him. Old Mudu spews out a variety of biting bugs but a few well-timed sword swipes will finish him off.



[Aracula]

Yeah, okay, so this is as far as I managed to get but believe me, Aracula is a tricky blighter, make no mistake. After launching himself to the ceiling this end-of-level menace attacks with acid blobs, energy blasts and lethal axes. For best results, block and use hit-and-run tactics.

PLAY

Looks	●●●●●○○○○○
Sounds	●●●●○○○○○○
Gameplay	●●●●○○○○○○
Value	●●●●●○○○○○
Calcium	●●●●●●○○○○

PLAYED 56%

Naff, 6-bit style platformer

ALTERNATIVELY:
Rayman (87%)
Mickey's Wild Adventure (79%)

Written by Damian Butt

'ELLO JOHN, GOT A NEW MOTOR?

The six initial cars in *Drift King* all have subtle differences in handling, speed and gearing. Our resident Arthur Daley gives them the once over.

Type-SX (Nissan Skyline GTR?)
"Massively quick an' it looks the business, but I can't shift this sort of gear in a month of Sundays. Drinks petrol an' all."

CAR SELECT
TYPE-SX

Type-SV (Nissan Sylvia?)
"Green motor, you must be jokin' – unlucky ain't they? Shame though, good runner, decent pokey engine, not much grip though. Give you a couple of camels for it."

CAR SELECT
TYPE-SV

Type-RS (Mazda MX-5?)
"I could sell a hundred of these at this time of year, nice little rag top, grips like a terrier, lots o' fun in the corners. Needs a bit more power though."

CAR SELECT
TYPE-RS

Type-MR (Toyota MR2?)
"Now this is the business, not a lot of grip, so perfect for skidding, and it's mid-engined too, so you don't get a lot of warning when the tail steps out of line. Editors of PlayStation mags like 'em."

CAR SELECT
TYPE-MR

Type-CV (Honda Civic?)
"You can't beat a little goer like this. Perfect for the ladies fer shoppin' an' that, and it's got a revvy little 1595cc engine in a lightweight body, so it goes good an' all."

CAR SELECT
TYPE-CV

Type-86 (Toyota Starlet?)
"This one's fast in straight lines, but it gets a little wobbly when faced with a decent set of S's. Overall, a bit too large and unpredictable to be a pure drifter, but a good starters car, if you can't afford a Type-CV."

CAR SELECT
TYPE-86

DRIFT

Why just DRIVE FAST when you can drive fast AND do STUPID things as well? This coin-op CONVERSION will arrive OFFICIALLY soon, but is it REALLY WORTH IT?

Civic, Swift, Starlet, Starlet, GTR, Silvia. A flash of lights, the roar of an engine at red line and whooosh – they're gone! Head up to Mt Tschuba, 90 minutes outside Tokyo, any night of the week at sunset and you'll encounter scores of young rich kids doing stupid things with their modified high performance cars.

The tight mountain roads and sweeping curves are perfect for the group known as 'drifters', who like nothing more than to hurtle down the mountain, slam their cars sideways and spend the entire descent in one glorious, tyre screeching powerslide. To them it's an art form, and outsiders are regularly rammed over the cliff face.

PLAY Information

Publisher: Jaleco (import)
Contact: The Video Game Centre on 01202 527314
Price: £59.99
Release date: Out now

One Player
Memory Card

> "*Drift King* is *Ridge Racer* on Valium..."

Traction control

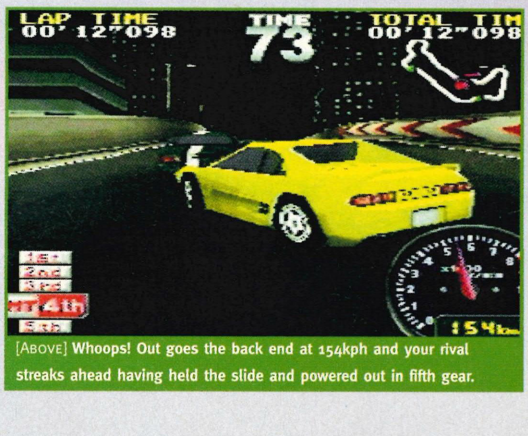
The reason for this downright dangerous pursuit is sheer frustration. The roads in Tokyo are so packed with cars that it is now totally impractical to have one, let alone a 150mph fire-belcher. With this in mind, and the fact that a PlayStation game is cheaper than a full set of Yokohamas and a new front wing, those very same kids have come up with *Drift King*, a *Ridge Racer*-style game based on the coin-op of the same name, which takes the emphasis away from straight line speed and places it on staying in a controlled skid for as long as possible.

The difference between the game and real life is that instead of a deserted mountain, *Drift King* takes place on the busy highways of Tokyo itself. It's *Speed* meets *Destruction Derby*! Guaranteed fun for petrolheads, surely?

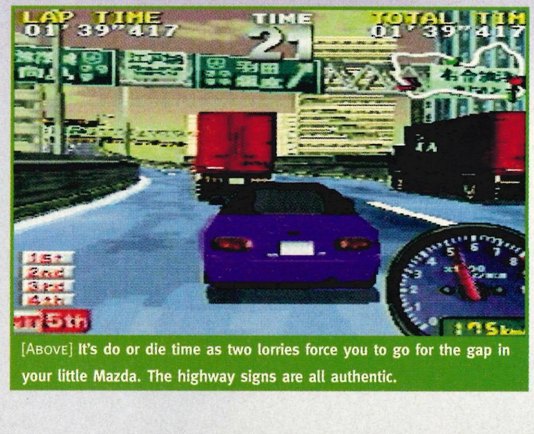
Shiny blue MR2

Er, no it's not. Sorry to douse the flames of automotive passion, but *Drift King* (aka *Tokyo Highway Battle* when it's released officially) is about as exciting as a distributor cap on a Vauxhall Viva!

Although visually it is quite impressive, as soon as you press pedal to the floor you instantly know what's wrong – it's too damn slow. *Drift King* is *Ridge Racer* on Valium, a spongy treacle ride through unspectacular areas of downtown Tokyo that lack detail, depth, and more than eight colours. Sure it's fun to slide about in a car that looks not unlike an MR2 or Skyline



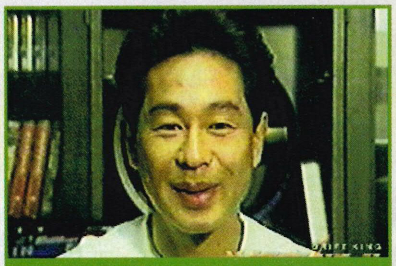
[Above] Whoops! Out goes the back end at 154kph and your rival streaks ahead having held the slide and powered out in fifth gear.



[Above] It's do or die time as two lorries force you to go for the gap in your little Mazda. The highway signs are all authentic.

KING

[Above] At the start of the game, this Jap bloke wearing mean shades and a lovely pair of pink marigolds shows you how to perform perfect drifts.

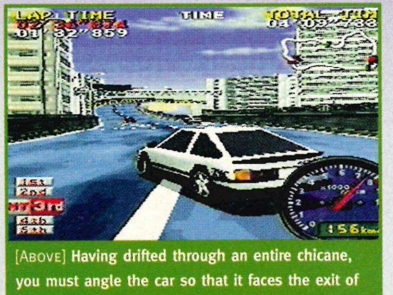


[Above] The man with the enormous lips congratulates or reprimands you after a race.

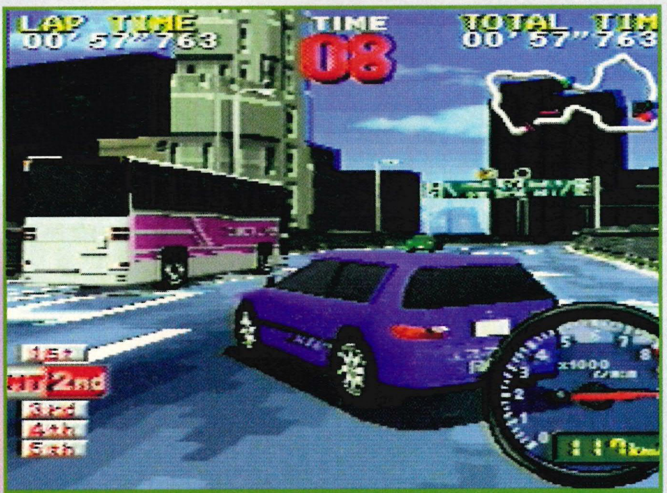
GTR, but without anything like the sense of speed of, say *Wipeout*, you never feel as if you're dicing with death. This game needs to be at least twice as fast, and if this is the NTSC version, what's the official PAL game going to be like?

The developers have even made L2, the 'drift' button, thereby negating the skill it takes to do it using the brakes and accelerator. Any fool can flip the back out, but it takes a real master to do it at 100mph, and hold it in a perfect four wheel drift whilst avoiding traffic. Did I say traffic, I meant two buses and a couple of cars. *Tokyo Highway Battle – Pennine Way Battle* more like!

Ultimately, despite some neat looking cars, and the ability to modify your vehicle in nine different ways (engine, exhaust, tyres, intake, suspension, brakes, transmission and aerodynamics), *Drift King* is plain boring. If Jaleco want to release this officially, they should try doubling the frame rate and get rid of the bloke with the big lips!



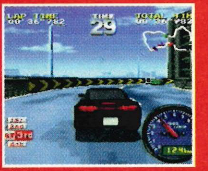
[Above] Having drifted through an entire chicane, you must angle the car so that it faces the exit of the bend before powering on and steering out of danger. Lift off the accelerator or make a steering mistake and you slam into the walls either side.



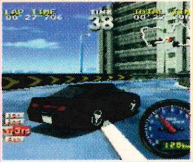
[Above] Shortly after this picture was taken, the Honda Civic ploughed into the bus and killed all on-board, including a young girl called Tammy. Kill your speed, not a child...

HAVE YOU GOT "INTO THE VALLEY" BY THE SKIDS?

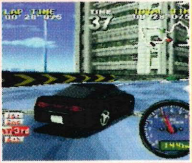
If you want to achieve the perfect drift (four wheel slide) then you'll need the following: a car (preferably not yours), a seriously short haircut, wraparound jet black shades, no sense of self preservation, and a road with lots of bends in it. Here's how the proper drifters do it (ie without the need to use the 'drift' button).



◀ Approach a tight bend at full tilt in a low gear with the revs high. Before you reach it, dab the brakes while still accelerating and turn into the corner to flick the back out.

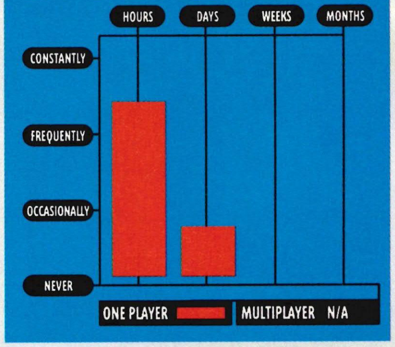


▶ With the car going sideways towards the barrier, turn the wheel towards the apex of the bend to increase the angle of the car to the wall. You should now be going sideways at pace.



◀ Now quickly turn the wheel in the opposite direction and into the skid so that the car is sliding around the corner but you are beginning to turn away from the wall. Hold for as long as possible. You are now drifting.

LONG TERM PLAY...



PLAY

Looks	●●●●○○○○○○
Sounds	●●○○○○○○○○
Gameplay	●●●●●●○○○○
Value	●●●○○○○○○○
Tyre wear	●●●●●○○○○○

PLAYED 58%

Bottom gear!

Alternatively:
Ridge Racer Revolution (90%)
The Need for Speed (94%)

STATION MASTER

CHEATS • TIPS • LETTERS

AH, THE SUMMER FINALLY ARRIVES IN A BLAZE OF GLORY. SO WHY ARE YOU KIDS STUCK INDOORS PLAYING COMPUTER GAMES? IF YOU WANNA CRACK EVEN THE TOUGHEST CONSOLE GAMES AND GET DOWN TO THE BEACH PRETTY DAMN SHARPISH, YOU'VE COME TO THE RIGHT PLACE. SEND YOUR BEST CHEATS, HINTS, TIPS AND MIRACLE HAY FEVER CURES TO: PLAY TIPS, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS. OR E-MAIL MATT YEO AT *MYEO@PARAGON.CO.UK*. WE WANT ALL THE LATEST CHEATS FOR EVERY NEW GAME, SO GET THEM IN NOW!

NFL GAMEDAY

Secret Options Screen/Extra Teams

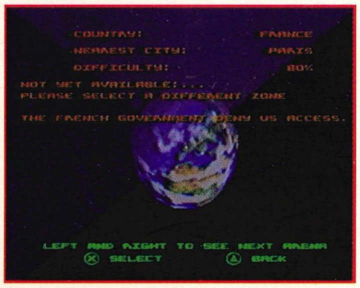
One of Sony US's biggest selling games, *NFL Gameday* has a few hidden goodies tucked away within its digitised innards. For starters there's a secret options screen available by entering this code: R1, R1, L2, L1, ▲, ●, ■, L1, L1, L2, R1, R2, L1, ▲, ▲ when the *Gameday* logo appears.

What's the matter, not enough teams for ya? Okay then input this code for even more squads: ●, ●, R1, R2, L1, L2, ●, ■, ▲. Then hold L1 and R1 and gasp in wonder at the new teams that are now available.

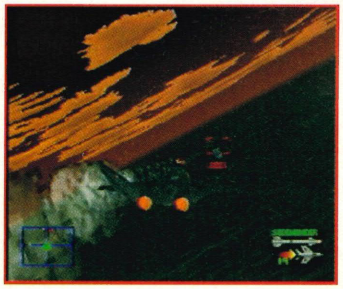
KRAZY IVAN

Level Select

Giant mech. suits, alien invaders and crazy Soviets? We love 'em and what's more we've got our hand on a nifty level select cheat that'll whisk you through this smart shoot-'em-up in no time at all. Simply begin a Normal Game, go to the Mission Selection screen and start at RUSSIA. Then press Right, Left, Down and 5. Once this code is entered choose your desired level comrade.



COUNTRY: FRANCE
NEAREST CITY: PARIS
DIFFICULTY: 80%
NOT YET AVAILABLE:...
PLEASE SELECT A DIFFERENT ZONE
THE FRENCH GOVERNMENT DENY US ACCESS.
LEFT AND RIGHT TO SEE NEXT ARENA
Ⓧ SELECT Ⓐ BACK



AGILE WARRIOR

Passwords/Extra Goodies

Virgin Interactive's finger-blistering helicopter assault game sure ain't easy to complete so if you're in need of a helping hand, look no further, these levels passwords should ease your progress:

Level 2:	5433
Level 3:	0007
Level 4:	1213
Level 5:	1224
Level 6:	7154

Invincibility

During any mission, press Pause and then enter the following code: ■, ■, ■, ■, ▲, ▲, ▲, ●, Down, ×, ▲, ▲, ▲, ▲.

Maximum Fuel & Armour

During any mission, press Pause and then input this code: Left, ■, ■, ■, ■, Up, ▲, ▲, ▲, Right, ●, Down, ×, ▲, ▲, ▲, ●.

TOSHINDEN 2

Bashing the bosses

To get into a battle with Sho, you must first beat the game on level five or above without losing any of your continues. A secret shortcut to playing against Uranus and Master is to go to the title screen and as the menu items fly in from the left following this sequence on controller one...
L1, L2, ▲, R1, R2, ■

Or if you want to do it the hard way you can beat the game on level four or above with as many continues as possible. The fastest way to do this is to set the number of bouts to one.

To play against Sho and Vermillion go to the title screen again and as the menu items fly in press this sequence on controller two...
■, R2, R1, ▲, L2, L1

Again, the hard way is to beat the game on level six with as many continues as possible or beat it with the Master at level five or above. To select a boss highlight the "?" on the character selection screen and hold down the Select button to slow the scrolling. Now press ■, ▲, ● or × with the required boss appears.

After beating the game when Sho and Vermillion are available the menu box should turn green. This shows that the instant secret moves feature is enabled and you can now perform secret moves by simply pressing the R1 and R2 buttons together.

CHAMPION
TIME
24
PRESS START
OVERDRIVE
OVERDRIVE

ACK
PART I

- Access Panel
- Barrel
- Barrel – exploding
- Camera
- Drone – Smart
- Drone – Hover
- Electric Floor Panel
- Floor Panel
- Force Field
- Gun
- Kartrac

Lockers:
1. Empty
2. Bouncing Mine
3. Key to Complex 4
4. Key to Complex 2
5. Anti Radiation Shield, Bouncing Mine
6. Risidium Cartridge
7. Energy Recharge
8. Key to Complex 3
9. Key to Complex 1
10. Key to Complex 5
11. Document, Bouncing Mine
12. Armour Piercing Clip, Risidium Cartridge
13. Heat Seeking Bullet Clip

- Mines
- Mines - Bouncing
- Morph drop
- Morph existing
- Morph patrol
- Recharger
- Red Button
- Robot
- Spider
- Special
- Starting Point
- Transporter

LEVEL 2 OBJECTIVES

- Free Professor Bergstein from incarceration.
- Take the Professor to the teleporter room.
- Activate the nuclear reactor with the help of the Professor.

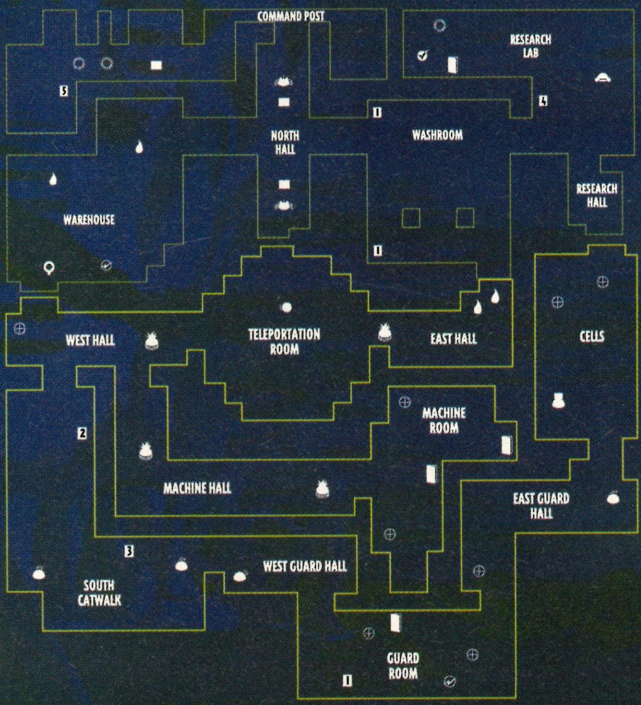
LEVEL 2 HINTS

- At the start, quickly load the exploding bullets you got from Level one. In the North Hall, avoid the red floor panel at all costs. It won't do your health any good. A spider will appear in front of you. Kill it quickly, as another will drop just behind you. They kill on contact so don't let them get close.
- In the Command Post, you'll see two floor panels. To deactivate the forcefield ahead, walk across both pads then turn around and jump over the first pad. Walk over both of them again and the bars should disappear. Around the corner is a locker containing Plasma bullets. Save these for later if you can.
- There are two control panels in the Machine Room. Activate the panel furthest from, not the one directly in-front, the door to shut down the reactor.
- On entering the Research Lab, you'll encounter a Hover Drone. Waste it quickly. Go to the locker for the Heat-Seeking bullets. Flick the switch to release the force-bars containing the professor. Don't kill him or let him get killed! When leading the prof, don't walk too quickly – he is feeble and slow! Check ahead alone to make sure you don't get ambushed.
- Back in the Machine Room, now activate the control panel in front of you to start the Complex Explosion sequence. Make your way to the teleporter and get the hell out!

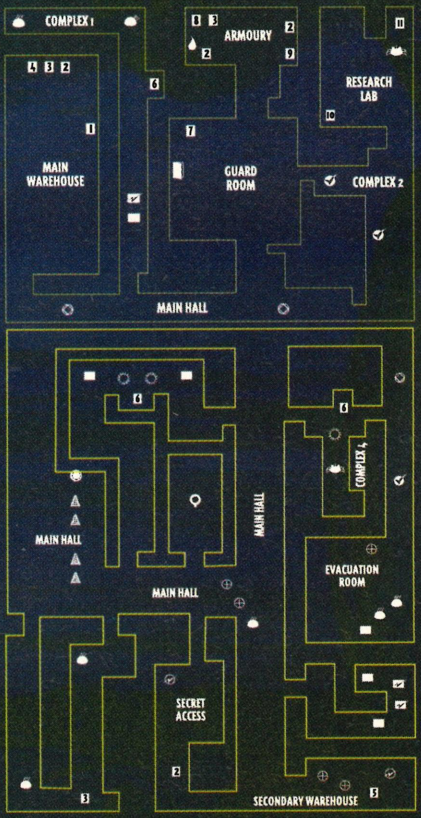
GENERAL HINTS

- You can never save your game enough! Use the four in-game save slots to ensure that if you meet an untimely demise, you can carry on at a strategic point out of harms way. Save! Save! Save!
- Generally, it's wise to explore the contents of every locker you come across. Handy power-ups and essential items can be acquired this way, but beware – many lockers are booby trapped, even if the results of the trap aren't immediately noticeable.
- Always re-read messages and hints until you know exactly what you're doing. They contain invaluable advice.
- It's worth exploring every nook and cranny of each of the levels, as many bonuses can be found by straying off the beaten track. Save your game first though, as navigating these areas can be life threatening.
- Never think twice about killing Morphs. Their only task is to stop you – it's kill or be killed.
- Recharge your energy as often as you can, and remember where the power stations are so that you can return quickly when your energy is low.
- Try to activate anything and everything that looks like a control panel. They will give you access to areas you will need to go to.

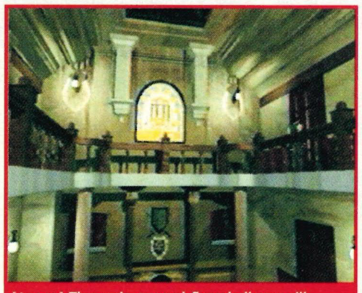
▼ LEVEL 2


COMMAND POST
RESEARCH LAB
5
4
1
NORTH HALL
WASHROOM
RESEARCH HALL
WAREHOUSE
1
WEST HALL
TELEPORTATION ROOM
EAST HALL
CELLS
2
MACHINE ROOM
MACHINE HALL
EAST GUARD HALL
3
SOUTH CATWALK
WEST GUARD HALL
GUARD ROOM
1

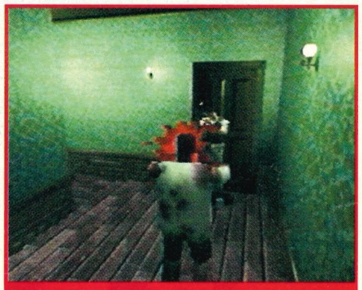
▶ LEVEL 3


COMPLEX 1
8 3
ARMOURY
2
2
9
11
RESEARCH LAB
4 3 2
6
10
1
7
MAIN WAREHOUSE
GUARD ROOM
COMPLEX 2
MAIN HALL
6
6
COMPLEX 4
MAIN HALL
MAIN HALL
MAIN HALL
EVACUATION ROOM
SECRET ACCESS
COMPLEX 6
2
3
SECONDARY WAREHOUSE
5

THE GREATEST, GRIZZLIEST AND GORIEST PLAYSTATION GAME TO DATE, *RESIDENT EVIL* IS ALSO ONE OF THE HARDEST, REQUIRING NERVES OF STEEL, A MEMORY LIKE AN ELEPHANT AND A "DO NOT DISTURB" SIGN ON YOUR DOOR. THIS MONTH SEES THE FIRST INSTALMENT OF A WALK-THROUGH GUIDE THAT'LL HOLD YOUR HAND AND LEAD YOU THROUGH THE DARK DEPTHS OF THIS SCARY ZOMBIE WORLD.



[ABOVE] The main ground floor hallway will probably be the most visited place in the entire game. It's wise to familiarise yourself with all the exits, and where the hallways lead.



[ABOVE] Zombies don't always need to be killed, and can be avoided simply by running past them. It's up to you whether you kill all the zombies, but in certain situations you will have to in order to get past them.

RESIDENT

WALK-

THERE ARE MANY different ways to complete *Resident Evil*, and several different endings. Rather than attempting to print all of them, we've chosen this specific walk-through which will get you through the game in the shortest time possible using Jill.

We selected this version so that you can earn yourself the Rocket Launcher which will be awarded to you should you complete the game in under three hours. Once you've got the launcher, you can play the game again, exploring to your heart's content, safe in the knowledge that your weapon has unlimited ammo, and is lethal to even look at...

- ▶ Starting with Jill, take Barry and run into the dining room. Pick up the emblem and go to the next room. Kill the zombie and collect the ammo.
- ▶ Go back to Barry and then to the main hall. Get the lock-pick, ignoring the map and ink ribbon, and head to the room on the right.
- ▶ Enter the room with the two hell-hounds. Kill them and grab the clip hidden behind the second cabinet.
- ▶ Go through the door at the end and pick up the plant. Get the shotgun from the shotgun room. As you leave the ceiling will drop, but Barry will save you just in time.
- ▶ Go to the next hallway (opposite from the shotgun room) and run into the picture room. Flip the switches in order from baby to infant, boy, young man, man and old man. Flip the last switch to collect the medallion.
- ▶ Leave and run to the storage room. Pick up the plant chemicals. Exchange items, taking only the shotgun, Beretta and clips. Take the herbs only if you think you'll need them.
- ▶ Leave and go upstairs. Kill the zombie on the right and run down the hall, through door. Run along the hall into upstairs main hall where Barry will give you acid rounds for the bazooka. Run over to the patio room to see dead Forrest and get the bazooka.
- ▶ Return to the main hall upstairs and go across to enter the upstairs dining room. Kill the zombie on the left and push over the statue. Exit through back door.
- ▶ Go downstairs and into the second storage room. Save your game with ink ribbon on the bed. Exchange items, taking chemical, wooden emblem and any weapons you want.
- ▶ Run to the nursery and poison the plant. Get the key and also the red and green chemicals, mixing them to save room. Keep three spaces free in your inventory.
- ▶ Go down the hall to the caretaker's rooms. Pick up the clip and go to the desk, kill the zombie from the closet and pick up shotgun ammo. Leave the diary.

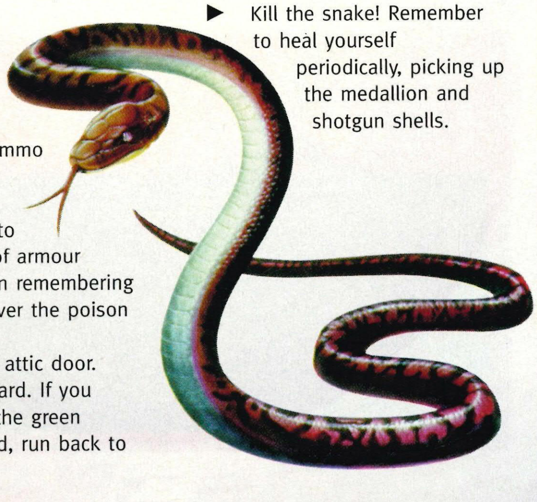
[ABOVE] The weapons in *Resident Evil* range from the puny to the powerful, but there is a trade off between weapon-size and ammunition available.

He's Kenneth from the STARS Bravo team...!

SOLVED

T EVIL
THROUGH PART I

- Exit and turn right. Head along and unlock the door, where you will find Kenneth's body. Turn left into the bar, get the sheet music and play the piano. Go into the secret room and exchange emblems.
- Return to the dining room. Place the gold emblem over the fireplace and get the armour key. Run around table to collect blue gem.
- Return to the hall where Kenneth's body is, turn right and take first door on left to the hall with the nursery and tiger statue. Go to tiger statue room and exchange the blue gem for the medallion.
- Go to the back door and enter the ammo room, picking up the clip and shotgun ammo. You should be able to collect these as you should already have some to add to.
- Go back to the storage room down hall, exchanging items – take the armour key, ammo for the Beretta and shotgun. Run back to the dining room on the lower level and through to the main hallway.
- Go across to second door and enter using the armour key to unlock it. Get clip on desk, killing zombie, and collect ammo from locked desk. Leave to main hall, up stairs and right into hallway. Run to suit of armour room to get medallion remembering to move statue to cover the poison gas holes.
- Leave and run to the attic door. Unlock it to find Richard. If you have space, pick up the green plants. Talk to Richard, run back to storage room and get serum. Exchange items, stocking up on healing products, shotgun and ammo. Take the bazooka if you need it – the snake's up soon! Take the shield key from behind the clock also, leaving the armour key. Run back to Richard.
- Get the radio and enter the attic. Get the clip from the candle room next door if you want to, but you won't be able to find the shotgun shells as you don't have the lighter yet.
- Kill the snake! Remember to heal yourself periodically, picking up the medallion and shotgun shells.



ANARCHI

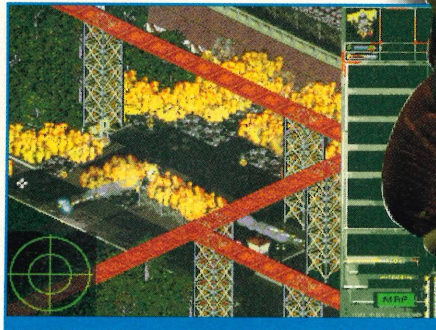
BEDLA

Monster blastin', creature torchin', trigger happy gun-totin' freaks, that's what we are. Oh yeah, when it comes to intense, sweat-pouring, lock-and-load firepower frenzies, console owners are as blood thirsty as a vampire with a parched throat. Fortunately for us, next generation shoot-'em-ups are enjoying something of a resurgence at the moment. Forthcoming titles such as Konami's *Project Overkill* and Funsoft's *Gender Wars* aim to add fuel to the fire and even Mirage is getting in on the action with their second PlayStation title, *Bedlam!* Although we don't know what was wrong with the original name, *Mayhem*, the subject of an issue seven WorkStation.

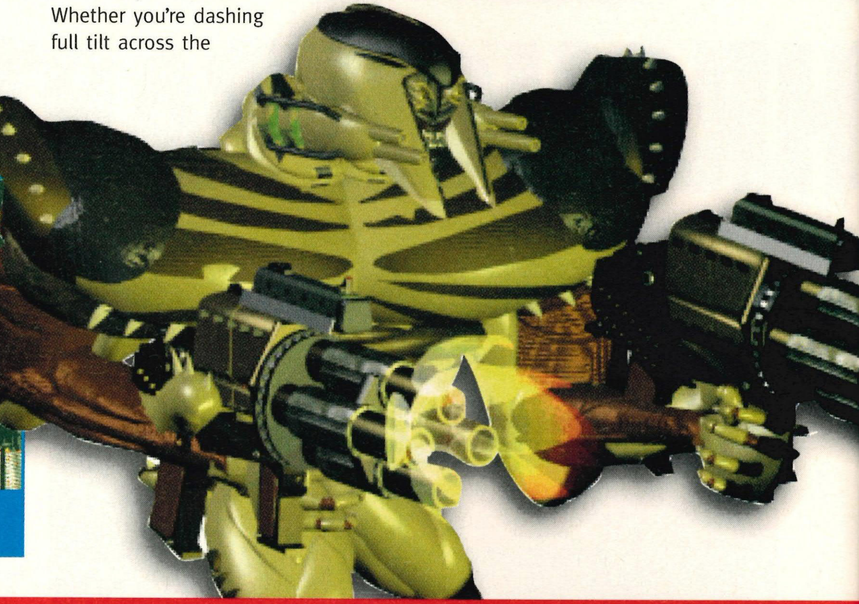
BYE, BYE, BIO!

Currently *Bedlam!* features 36 levels which are set over five separate city locations. Mission objectives include the complicated (locating hidden switches, liberating captive humans) to the obvious (blow up the required building and nuke everything in site!). For this unique isometric blaster, Mirage has utilised an intuitive control system enabling players to instantly switch between any member of their three man team at any given time, similar in style to *Cannon Fodder*. This can result in one poor mercenary being left to fend for himself for lengthy periods, but once mastered you'll be co-ordinating multiple hit-and-run raids with pinpoint accuracy.

From what we've seen so far, *Bedlam!* looks like being a blast. Indeed, players will be truly astounded at the sheer depth of detail awarded to the game's many gritty, futuristic backdrops and seedy locations. Whether you're dashing full tilt across the



[Above] Everything on screen may be destroyed including buildings, vehicles and slimy mutants. Leave 'em bleedin'!

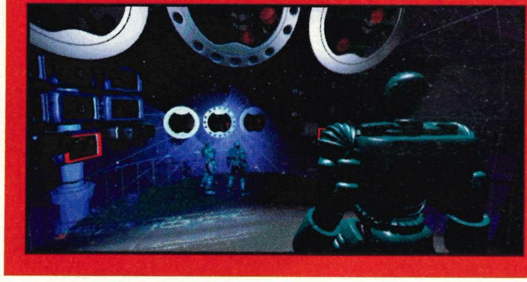


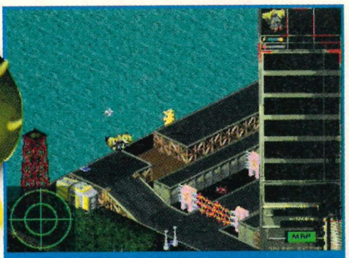
PLAY INFORMATION

Name: Bedlam!
Publisher: GT Interactive
% Complete: 85%
Release Date: September '96

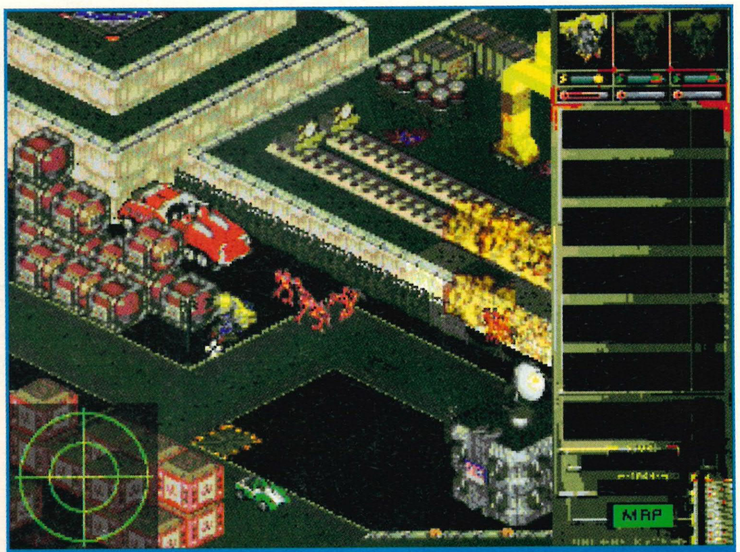
THIS IS WAR...

Some time in the future, a genetically engineered range of life forms, known as BioMechs, have rebelled against their human masters and seized control of the planet. Forced to live underground or high above the Earth in orbital cities, mankind's only hope lies in cleaning up the globe and wiping out the menace of

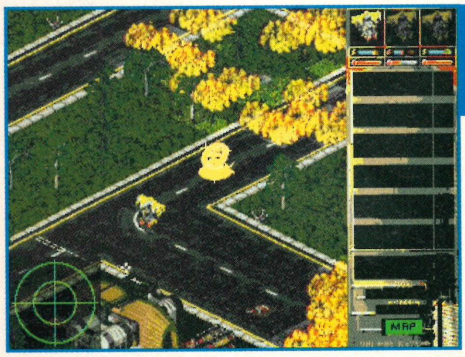




[Above] Each zone is packed with perplexing puzzles requiring players to switch off electric fences, open blast doors and lower platforms.



[Above] Each team member's assault suit only offers a limited degree of protection so be on the look out for force shield power-ups.



[Left] The golden money icons are required in order to purchase improved weaponry and tougher armour in later missions.

vertigo-inducing heights of a crumbling tower block or wading knee-deep in foul sewers, the screen's chock-full of motion, usually headed your way. Stop to admire the scenery and you're gonna be toast!

The name of the game

It's the angle of your dangle that counts, so they say, and developer Mirage has certainly made a wise choice in opting for an isometric point of view. This provides players with an all-important overview of the surrounding level as well as giving the developers a chance to impress us with some truly amazing architecture.

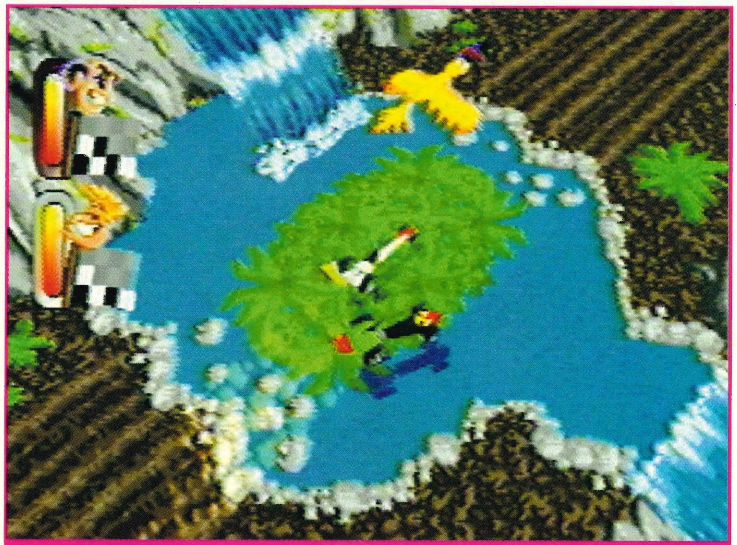
Since issue seven's in-depth WorkStation first gave you a look at the bare bones of this potentially top title, we've had our chance to test an improved version of *Bedlam!* which now boasts a mightily impressive rendered intro sequence, in-game animation and even more levels than before. Currently the programmers are concentrating on getting the link-up game up-and-running (there's no split-screen mode) which will enable two-player co-operative play and even *Doom*-style Death Matches. It's absolute necessities like these that should result in *Bedlam!* being a riotous, ricochet riddled ride!

the BioMechs once and for all. That's where you come in. Taking charge of a crack three man mercenary team, players spear-head humanity's last ditch assault armed to the teeth with state-of-the-art firepower and armoured battle suits. Recently added to both the PC and PlayStation versions of *Bedlam!*, this stunning intro sequence sets the scene for mankind's last stand...

MASSIVE

SUPERSONIC RACERS

With up to eight players tearing around the tracks at once, there'll be plenty of fisticuffs flying as you ram your opponents off the track with sly little nudges, oh yeah, and there's something called a race to win too.



[ABOVE] **Mini-jumps don't look difficult, but a cunning mid-air collision can send you flying head first into a watery grave...**

Mayhem!

Absolute mayhem. That's what frantic multi-player games are all about, and that's exactly what *Supersonic Racers* promises to offer. The game has come along very nicely since we first looked at it two months ago, and is almost now complete. We'll be bringing you an exclusive first review next month, but 'til then, here's the full low down on the game...

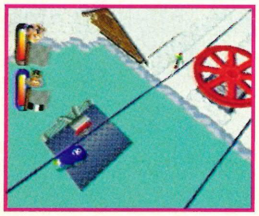
Supersonic Racers will be set over 34 manic tracks full of argy-bargy action. Split over 10 different 'worlds' or types of terrain, certainly there'll be a lots to see, as well as conquer.

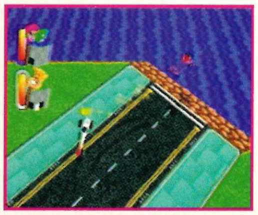
ON YOUR MARKS...

When we last saw the game, only a handful of tracks were ready, and the handling of the vehicles still needed some work. Thankfully, the Supersonic lot have been beavering away for a good two months now and *Racers* has really got some shape to it. It plays well, and has got a lot of nice features, such as bridges to cross, trenches to jump and obstacles to avoid.

Something else that has also been added, not in the original specification, is a special circuit mode. On each of the worlds now, one specially selected track will be available to be played in this new mode. It's been designed so that you can see all the players on the screen at once. This means that although in some cases the camera will zoom out to view the track from an extremely lofty viewpoint, the whole course will be visible at once, and so will all the eight players. Always nice.

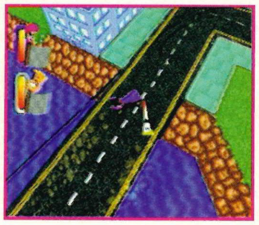
An immense amount of focus-group testing has been put into *Supersonic Racers*, and the game is progressing brilliantly. Next month, I'll say it again, we'll have an exclusive first review.

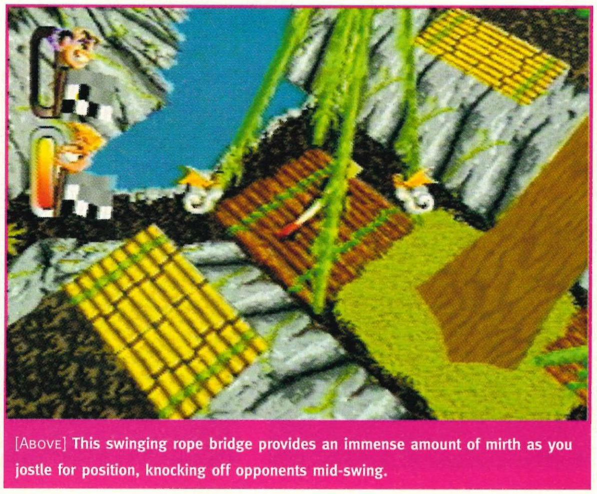




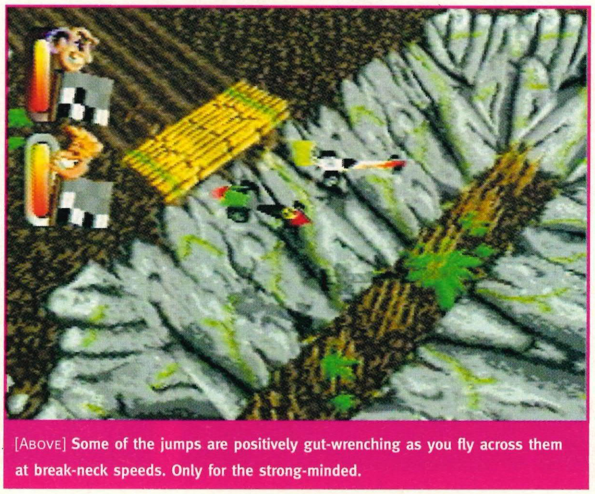
PLAY INFORMATION

Name: Supersonic Racers
Publisher: Mindscape
% Complete: 90%
Release Date: September '96





[ABOVE] **This swinging rope bridge provides an immense amount of mirth as you jostle for position, knocking off opponents mid-swing.**



[ABOVE] **Some of the jumps are positively gut-wrenching as you fly across them at break-neck speeds. Only for the strong-minded.**

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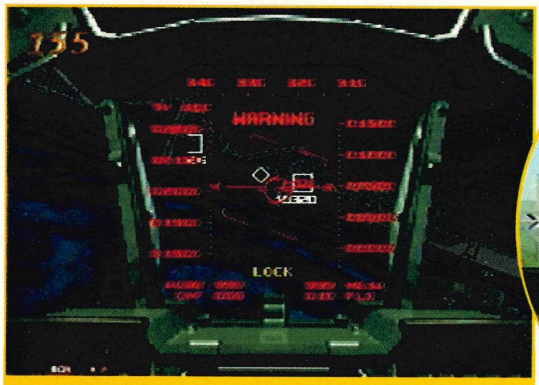

[Above] The night mission requires hardened pilots to take out a vital enemy supply bridge under cover of darkness.

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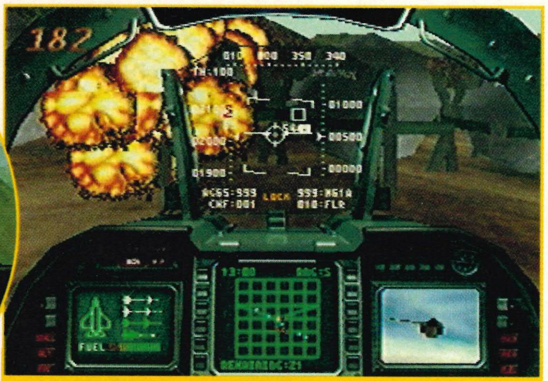


[Above] One well-aimed missile takes out a Middle Eastern fuel depot with explosive results.

AIRHEADS

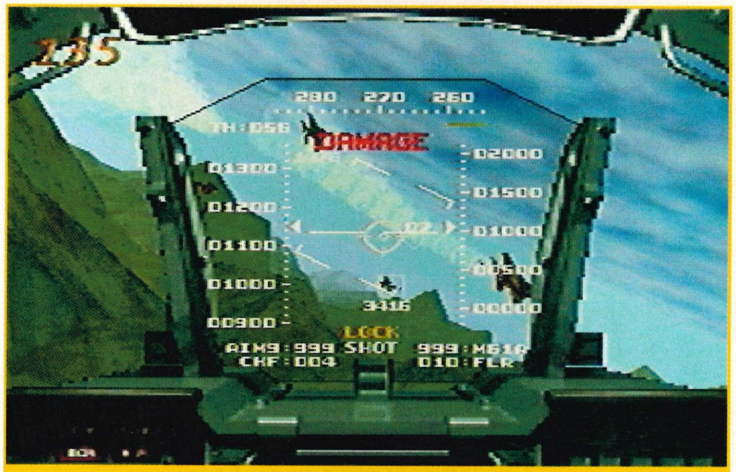
RAGING SKIES

Top Gun wannabes and Tom Cruise lookalikes (you poor souls) desperate for a true aerial combat experience are guaranteed to receive a fine flying fix in the near future. Sony are just putting the finishing touches to their very own *Afterburner*-style sky bound shoot-'em-up, entitled *Raging Skies* and the results, so far, are extremely promising.

Players take to the wild blue yonder in a variety of high-tech military aircraft all of which are based on existing authentic performance profiles. There are six different fighters to pilot ranging from the standard F4E Phantom to a super-secret stealth plane in the later levels. Players tackle a selection of taxing missions around the globe armed to the teeth with state-of-the-art firepower. Cool. *Raging Skies* may be played with either a joypad or, if you're the lucky owner of that elusive of items, the analogue joystick, for that in-the-cockpit feeling. Multiple players are catered for with the option to select a link-up game and duel it out in a VS Battle.

PLAY INFORMATION

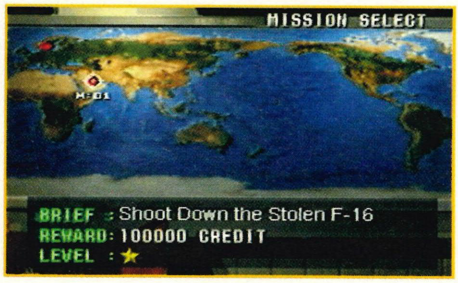
Name: Raging Skies
Publisher: Sony
Complete: 85%
Release Date: September



[Above] Aerial chases should push a pilot's skill to the limit with stomach-churning 180's and high-speed pursuit manoeuvres.

Now with wings

From the nearly completed version we've played it's safe to say that *Raging Skies* tends to take a more flight sim approach in terms of overall gameplay. That's not to say that there's a lack of arcade-style action or that players have to spend hours wading through huge encyclopedia-sized flight manuals just to find out how to turn their landing lights on. No, siree. However, from the two available in-cockpit views, it's obvious that the developers are keen to coax players into familiarising themselves with aircraft instrumentation instead of simply blasting away at the scenery oblivious to altitude, air-speed or direction. Set for September, so it's a safe bet we'll have a full review next issue.



MISSION SELECT

BRIEF : Shoot Down the Stolen F-16
REWARD: 100000 CREDIT
LEVEL : ★

FIGHTER SELECT

[Above] "Can I 'elp you sir? Are you looking for anything in particular? This little beauty's only clocked 40, 000 air miles with one careful lady owner!"

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HYPER TENNIS

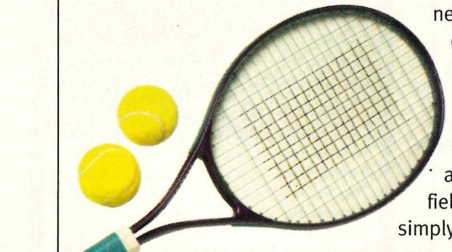
Abuse is what tennis players give to umpires who make bad calls. And on a video game, thankfully, no stuck-up ex-public school Wimbledon match referee can turn around and fine you $10,000 for justifiably letting off a little steam when the twerp in the high chair (that's where they put babies, isn't it?) makes another wrong call. It's worth mentioning this, as the officials in charge of the play in JVC's *Hyper Tennis* occasionally demonstrate they could do with double-glazing on their specs. Developed by the aptly named Japanese outfit, Human, this game includes the odd wrong decision to make everything that more lifelike.

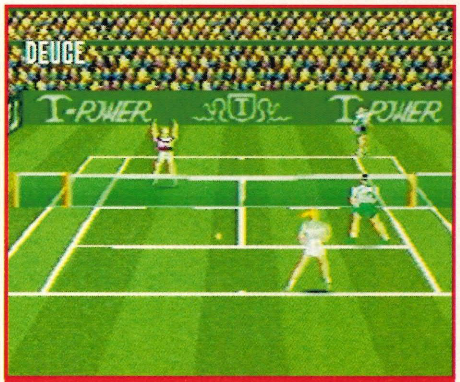
PLAY INFORMATION

Name: Hyper Tennis
Publisher: JVC
% Complete: 90%
Release Date: September '96

CHALK DUST

The emphasis in *Hyper Tennis* is strongly on playability spliced with a dash of sumptuous next gen presentation, rather than the other way around. Not to be left out in the options stakes the game features a fancy dan world tour, where the gamer can choose from any of the 12 male and female players, and use their attributes to take on the might of the field over a series of tournaments. Or simply settle back for some sedate exhibition-style antics against either friends or some pretty smart CPU characters.

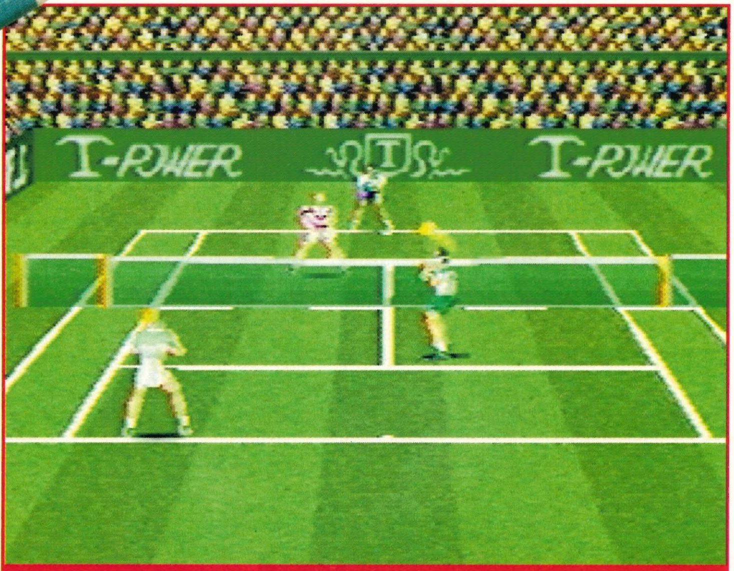




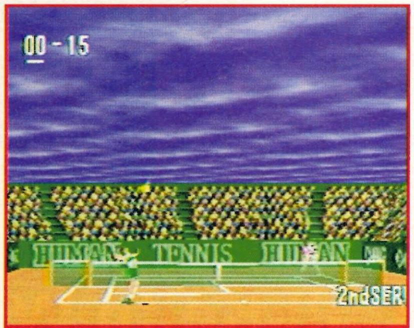
[Above] It's Deuce! A vital point has been won! Now it's time to throw your arms in the air like you just don't care and yell "yessss!" Claim down Ian, it's only a game – Ed.

Tournaments take in clay, grass and hard court surfaces, which are being designed to noticeably affect play, rather than just change the colours on-screen. Playability factors, you see. Similarly, developer Human is keying on intuitive responses for the in-game action, with each button being designed to replicate one type of shot (slice, top-spin, flat drive or lob/smash) and stroking the ball around the court is a matter of how you position your character and time the shot. Anyone who has fond memories of Nintendo's *Super Tennis* will instantly feel at home with JVC's *Hyper Tennis*. It even sounds similar, come to think of it...

Presentation considerations haven't been totally put on the back burner though, as each sprite is properly motion-captured and the viewpoint can be changed to one of a plethora of camera angles. It all adds up to a what promises to be a highly pleasurable mix of features, looks and gameplay. You'll have to wait until September to try it yourself, or until next issue for the PLAY review.



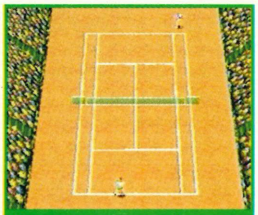
[Above] Touches such as the ball blur look to show off its speed, gives the game a real hands-on arcade-style feel.



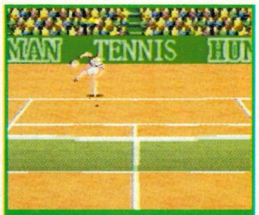
[Above] Part of the reliance on intuition rather than planning, *Hyper Tennis* makes the gamer judge service by the ball toss rather than through controlling an on-screen icon.

EASY VIEWING

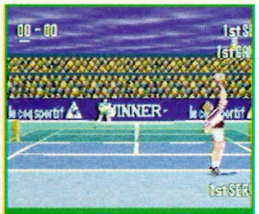
Lots of camera angles are on offer in *Hyper Tennis*, including these four very different ones.



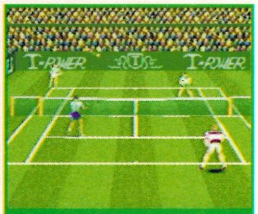
A view from above. Not very next gen.



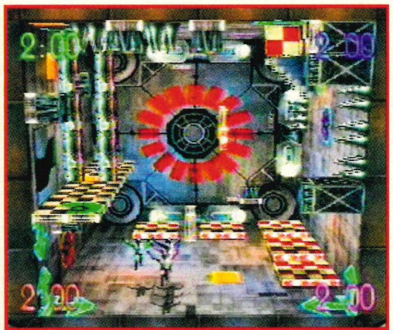
The very scary ball cam. Very next gen.



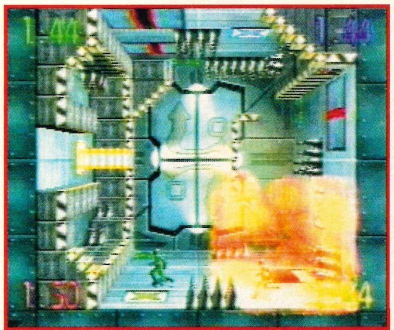
Down at the baseline for the true-view perspective.



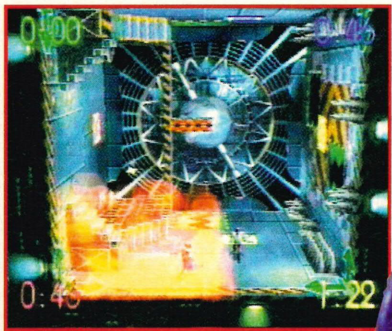
Most gamers will opt for this safe all-court angle.



[Above] Kaleidoscopically colourful and burstingly busy, one of the later levels.



[Above] Spikes are littered everywhere. The slightest contact and... death.



[Above] The light sourcing on the explosions is rather smart, and satisfying.

BOOM!

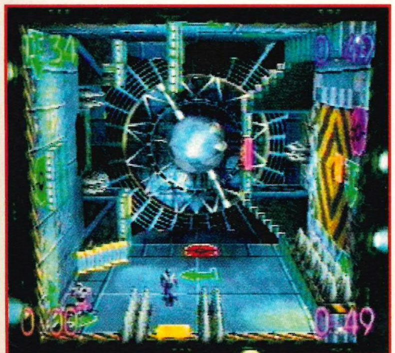
BLAST CHAMBER

Survival of the fittest is the name of the game in Activision's claustrophobic bomb caper, *Blast Chamber*. The gameplay takes place in 3-D, in one of 40 single player or 20 multi-player rotating rooms. The main object of the game is to collect pulsing crystals which must be placed in your colour-coded transmitter. Each time you deposit a crystal, seconds are added to your counter, giving you more time to survive – there's a bomb strapped to your back, counting down all the while...

PLAY INFORMATION

Name: Blast Chamber
Publisher: Activision
% Complete: 75%
Release date: October '96

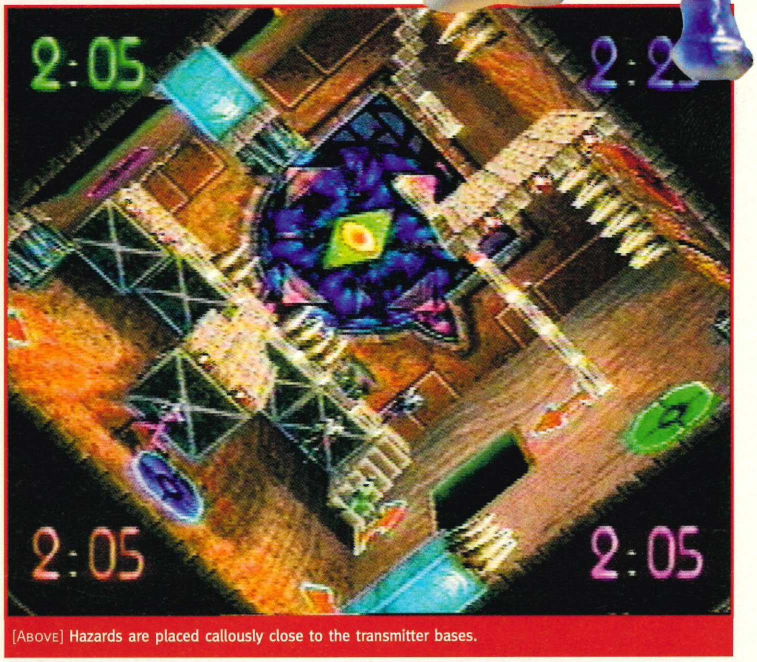
Put up to four players in the same chamber at once and you get a mad frenzied game, with everyone trying to grapple for the life-saving crystals. You can accost other players by shoving them to the floor, and jump around quite athletically to flee. The rooms have various hazards such as spikes and lava, as well as switches to activate platforms and the like. Also, and this is the fun bit, rotation pads.



[Above] Notice how the play area extends deeply into the blast chamber.

TURNAROUND TIME

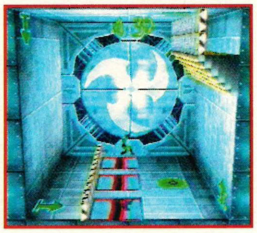
Step on one of these and the room rotates through 90°. Anyone in possession of the crystal at the time loses it when they fall – so skilful rotating can land the crystal at your feet. Better still, drop them onto a spike and you impale them in the process!

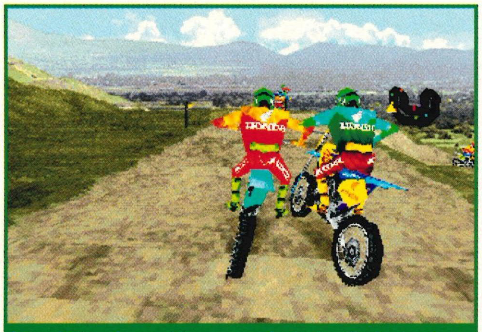


[Above] Hazards are placed callously close to the transmitter bases.

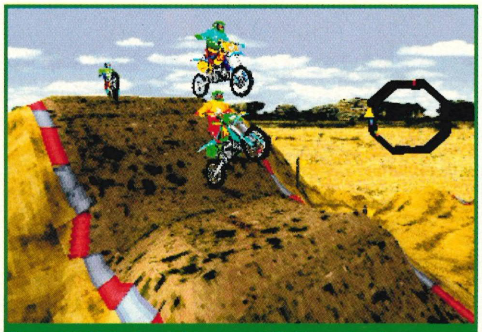
Blast Chamber in single player mode, is played with a different approach. You must work out safe routes to your transmitters, getting past obstacles, hazards, and in some cases, activating platforms in order to create an avenue to your goal.

With plenty of variety in the structure of the rooms, *Blast Chamber* looks like it could provide some good, lasting, multi-player action. At the moment, the developers are putting finishing touches to the levels to ensure they are as playable as possible. We'll give you the full analysis very soon.

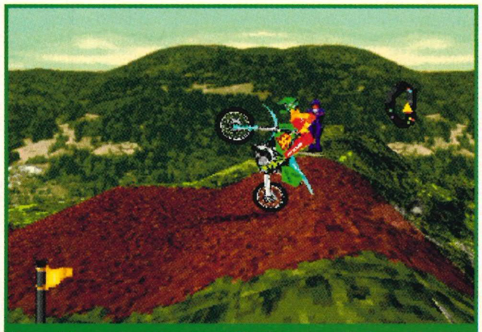




[Above] Okay, the graphics are smooth, the handling's almost there but where are the *Road Rash* style weapons we say!



[Above] Multiple view points are provided by a virtual camera which selects the best action angle for maximum coverage.



[Above] Remember kids, stunts like these can only be performed by a trained profesional. Like Eddie Kidd. Or Evil Kineaval.

THROTTLED

INTERNATIONAL MOTO X

Ah, the crazy days of youth. Endless summers spent bombing round the local streets on your Raleigh Chopper/Budgie/Grifter (delete as applicable), popping wheelies, pulling off impressive skids and usually ending up flat on your face. Top stuff.

For all fans of scuffed knees, frantic gear-changing and cool stunts, developer Graftgold (remember *Uridium* on the Commodore 64? 'Course you do) are busily preparing *International Moto X* for an Autumn launch on PlayStation.

I'M A SPEED FREAK

If you've ever fancied the high-octane thrills of racing a 250cc motorbike over terrain that's as rough as a bear's arse then read on. Players are given the opportunity to burn rubber on a huge number of tracks (over 30 so far) in a variety of global locations including Europe, Africa and America to name but three.

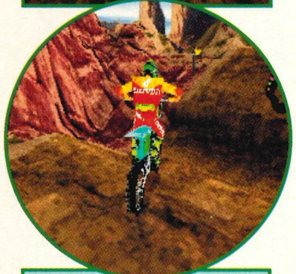
Various in-game options are available, including the ability to participate in competition and single races, customise your mean machine with prize money and, best of all, edit your own courses. This feature enables players to construct their very own tracks, complete with varying weather conditions, terrain texture and nightmare layouts then save them to a memory card. Progression through the game requires expert handling of the bike, well-timed corner-taking and an understanding of the various road conditions offered by each course.

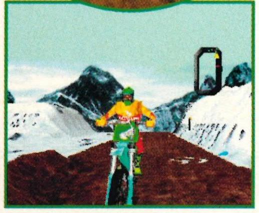
Although the PC version boasts a handy split-screen mode, *International Moto X* on PlayStation currently relies on the link-up option for two player thrills and spills. The recent version we've had our grubby mitts on is virtually complete although it has to be said that the overall handling of the bikes needs some work and polygon pop-up is a little distracting on some of the more graphically intense tracks.

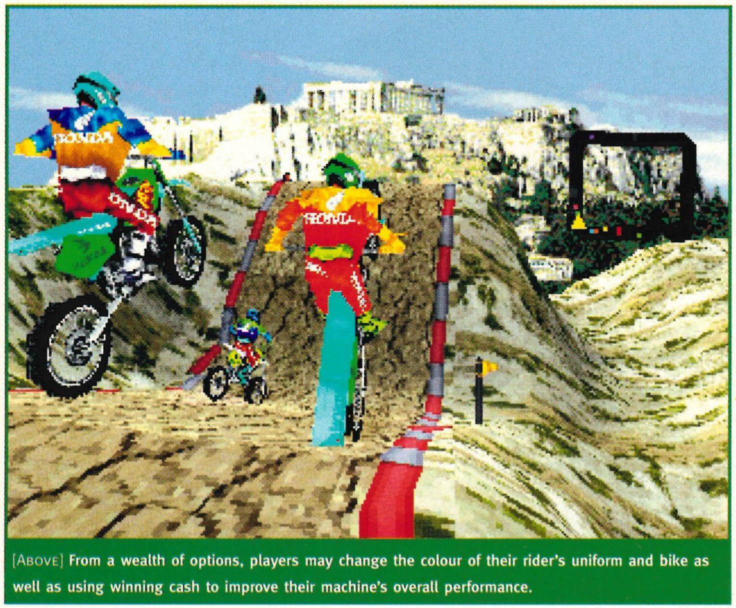
Still, all should be well when we settle down and put it through the PLAY review mangle.

PLAY Information

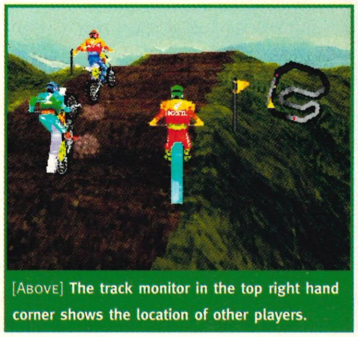
Name: International Moto X
Publisher: Warner Interactive
Complete: 75%
Release Date: September



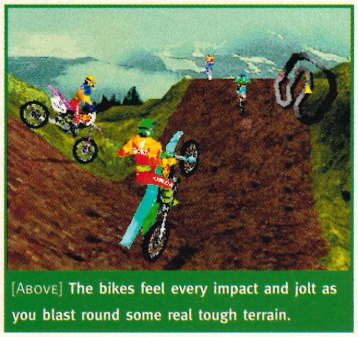




[Above] From a wealth of options, players may change the colour of their rider's uniform and bike as well as using winning cash to improve their machine's overall performance.



[Above] The track monitor in the top right hand corner shows the location of other players.



[Above] The bikes feel every impact and jolt as you blast round some real tough terrain.

HOOPLA!

SLAM 'N' JAM '96

Hoop slammin', basket dunkin', trainer squeakin' nutters. The lot of you. Yes, when it comes to realistic basketball games, it seems like PlayStation owners just can't get enough quality ball bouncing action.

PLAY INFORMATION

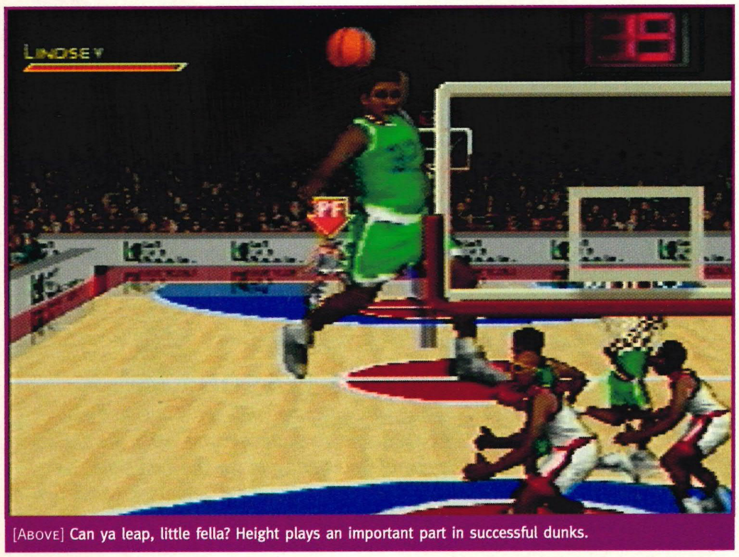
Name: Slam 'N' Jam '96
Publisher: BMGie
Complete: 85%
Release Date: July

Software shelves are already bulging with the likes of *Total NBA '96, NBA Live '96, NBA In The Zone, NBA Jam TE* and there are many others in the pipeline. Into this already over-crowded genre steps the latest offering from BMG Interactive Entertainment via US developers Crystal Dynamics. Having spent the last few months converting their library of 3DO titles to the PlayStation (including *Gex, Total Eclipse, Off-World Interceptor* etc) Crystal Dynamics is currently putting the finishing touches to what they hope will be the finest 32-bit basketball game yet.

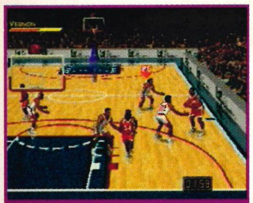
MAGIC MOMENTS

Slam 'N' Jam '96 Featuring Magic & Kareem (that's the full title folks) is slightly unusual in that it's not only viewed from a behind-the-backboard perspective but there's also no official NBA seal of approval on this game. In fact other than the legendary Magic Johnson and Kareem Abdul-Jabbar there are no actual NBA players or teams featured in *Slam 'N' Jam '96* whatsoever.

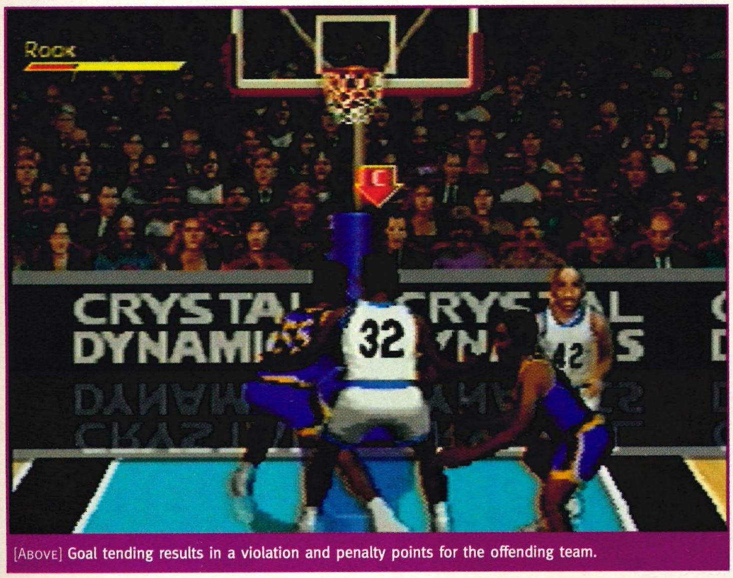
Still, the proof is in the pudding as they say and if it's adrenaline-pumping, intense court action you're after then look no further. Crystal Dynamics has essentially taken the 3DO *'95* version, tightened gameplay, added smoother scaling player sprites and glossed up what looks set to be a playable arcade style basketball game. Impressive dunks are simple to pull off and even sneaky back-passing, swift dodging and dirty fouls soon become second nature. As an added bonus there's a preview section featuring humorous FMV footage of both current and forthcoming Crystal Dynamics titles. Cheers lads. Sports fans can expect a full-on review of *Slam 'N' Jam '96* next month.



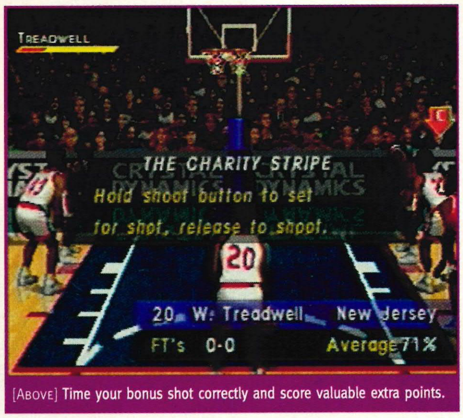
[ABOVE] Can ya leap, little fella? Height plays an important part in successful dunks.



[ABOVE] The remote camera covers all angles of play and zooms in for in-your-face close-ups.



[ABOVE] Goal tending results in a violation and penalty points for the offending team.


TREADWELL
THE CHARITY STRIPE
Hold shoot button to set for shot, release to shoot.
20
20 W: Treadwell New Jersey
FT's 0-0 Average 71%

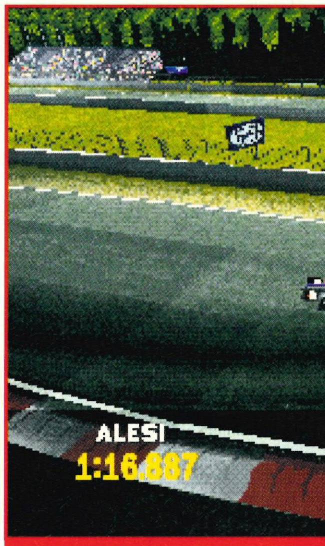
[ABOVE] Time your bonus shot correctly and score valuable extra points.

50
UTAH 23
PORTLAND 32
3RD QUARTER

NEEEOO

Scorching visuals and perfect gameplay are the two true winning elements in any potential video game hit. Fortunately, here in the UK, there's one software company that's always pushed the PSX to its limits.

Since the official European launch of the PlayStation last year, Liverpool-based developer, Psygnosis has steadfastly produced some of the most innovative and exciting software to ever grace Sony's premiere home console. *Wipeout, Destruction Derby, Krazy Ivan* and others have clocked up huge world-wide sales and are all guaranteed sequels later in the year. But overshadowing them all is a forthcoming racing game that'll leave its competitors stuck on the starting grid.



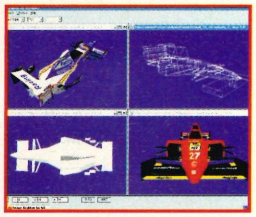
[ABOVE] Ferrari team member Alesi takes a particularly tight hairpin bend with the sort of skill you'd expect from a professional driver.

DRIVING LESSONS

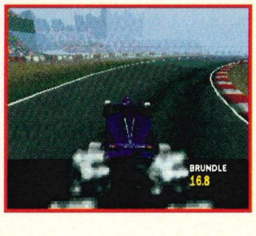
Regular PLAY readers will recall the in-depth analysis that *F1* underwent in issue six but for those of you tuning in for the first time, let's take a quick look at what promises to be one of *the* biggest games of '96. Utilising official teams, racing drivers, actual tracks and even on-board computer telemetry data, *F1* is guaranteed to set new standards in realism thanks to coders Bizarre Creations who are totally committed to producing the most realistic racer yet. The game sports two distinct driving options: Arcade Mode and Grand Prix Mode, which aim to cater for both the *Ridge Racer* school of driving and the serious Formula One fan obsessed with complete technical accuracy.

For instance, the aim of the Arcade Mode is to allow players to blast around the track in record time with cornering made easier thanks to a useful steering and brake assist option (which may be turned off if desired). On the other hand Grand Prix Mode offers a full season's worth of driving on 17 of the toughest professional tracks in the world, including gruelling two hour races in all manner of weather conditions.

Now that a few months have passed, the game is moving into the final stages of development, where final tweaks and alterations will be made, before a finely tuned engine of a product is ready for release. The version we've tested certainly seems to be on its way to "classic" status with only a few minor graphical glitches left to be ironed out. Bizarre Creations has finally decided *not* to opt for a two player



BARRICHELLO
27.2



PLAY INFORMATION

Name: FIA Formula 1
Publisher: Psygnosis
Complete: 85%
Release Date: September '96

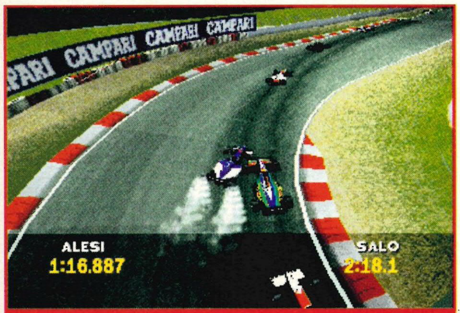
WONDER WHEEL

NOT ONLY DOES *F1* CATER FOR ARCADE RACERS, MORE AT HOME WITH THE LIKES OF RIDGE RACER REVOLUTION, BUT THERE'S ALSO THE OPTION TO USE BOTH THE MAD KATZ STEERING WHEEL AND NAMCO'S ANALOGUE JOYPAD, THE NEGCON.

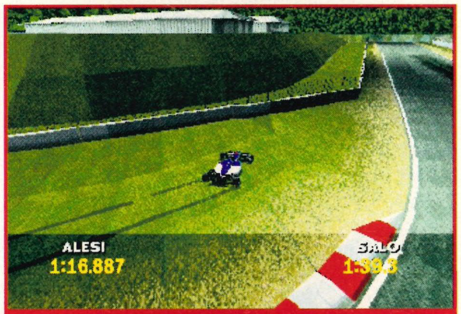
namco
neGcon
START

WWW

FIA FORMULA 1



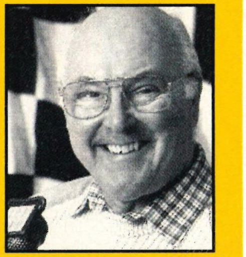
[Above] As is the case with true Grand Prix racing, the key to sneaking past opponents is to master overtaking on bends.



[Above] Over-steering in the Grand Prix Mode can result in players spending more time on the grass than on the track itself.

MURRAY MINT

As is the norm with most 32-bit sporting titles these days, *F1* features full, constant commentary especially recorded by a famous personality. For the biggest racing game yet, there could only be one choice: Murray Walker. Yes, all your favourite Murray quotes have been included ("And there goes Mansell!") with three varying levels of excitement. As the action gets hotter, Mr Walker's voice changes to reflect the mood. Of course Murray is famous for blunders as well as perfect racing commentary.



"With half the race gone, there is half the race to go..."

"Do my eyes deceive me, or is Senna's Lotus sounding rough?"

"As you look at the first four, the significant thing is that Alboreto is 5th!"

"He is shedding buckets of adrenaline in that car!"

"It's raining and the track is wet..."

"1.4 seconds may not seem like much but in Formula One, 1.4 seconds is light years."

"...the lead is now 6.9 seconds. In fact it's just under 7 seconds."

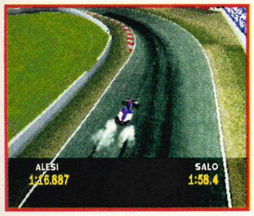
split-screen racing mode and instead are relying on the PlayStation's unique link-up capabilities for multi-competitor action.

Present and correct

Already impressing the Play team is the truly professional presentation that *F1* boasts, ranging from the staggering amount of in-game options to the well-timed and excitable commentary from the legendary Murray Walker. Yes, you can race as such sporting stalwarts as Schumacher, Hill, Coulthard and Alesi and both your vehicle, and those of your opponents, react as they would in actual racing conditions. Psygnosis has never shirked their visual responsibilities and they're hoping that with it's realistic look and slick style *F1* will attract both long-time gamesplayers and sports fans who perhaps would usually dismiss consoles as simply kids toys.

Soundwise, *F1* should manage to satisfy any audio nut who's house boasts more home entertainment equipment than your local Dixons thanks to the inclusion of Mono, Stereo, Q-Sound and Dolby Surround outputs.

After consultation with various games testers, including the hard men of Play, Psygnosis will make some last minute adjustments and additions before *F1* makes its debut sometime in September.



WHAT'S THE STORY...

CORE DESIGN

WHAT · WHO · WHERE · WHY

The say beautiful things come in small packages, and that certainly applies to Derby-based Core Design. An industry stripling at just eight years old, Core is now in the process of growing into a city-funded PlayStation publishing powerhouse, and already boasts a cracking pair of big hits, *Firestorm: Thunderhawk 2* and *Shellshock* nestling snugly under its corporate crop top. Armed and dangerous and with a licence to compete with the big boys thanks to the money men behind backers, Eidos Interactive, Core is now looking to take a quantum leap forward with the forthcoming *Tomb Raider*. With a car park full of flash cars, it seems the now 56-strong firm is well on the way to completing its own rags to riches success story.

FRANKLY SPEAKING...

Play: What does Core want to achieve on the PlayStation?

Jeremy Smith, managing director: To be able to push the machine to its limits – as we are a games company the teams working on the PlayStation want to build games that fully utilise the hardware – therefore pushing it to its limits. We also want to be recognised as a quality publisher for the platform.

Play: You achieved success on the Mega-CD that eluded other firms. How has that time helped you with PlayStation development?

Jeremy Smith: We started working on Mega-CD titles whilst Sega were still developing the machine. This gave us a tremendous insight into what it takes to write a game on a CD format – up until then the industry was writing on floppy and cartridge – CD was a totally new experience. It also taught us that to be successful on a platform you have to write it specifically – that was an invaluable lesson. Successful PC games don't necessarily port well onto the PlayStation. There will always be exceptions, but generally I don't think it really works.

Play: Apart from *Virtual Golf*, all your games are variants on 3-D shoot-'em-ups, what's the thinking behind that?

Jeremy Smith: Shoot-'em-ups make great games!! We are, however, broadening our range. We have an awesome fighting game planned for next year, plus *Swagman* which is an RPG/Adventure, and of course, *Tomb Raider*, which is definitely not a shoot-'em-up. We also have a rather cool Ninja game underway – so I certainly feel that we have now moved away from 3-D shooters for the moment!

Play: How will being owned by "men in the city" like Eidos Interactive affect Core?

Jeremy Smith: Eidos Interactive has realised that to change the culture of Core would be a disaster. The relationship should work well – we bring the games, they bring the cash. The one other commodity this industry needs other than highly talented people, is money. Development budgets are going through the roof so it's incredibly difficult for small companies to survive on their own resources.

NO SUCH THING AS A FREE LUNCH

Play: Core seems to do a lot of marketing for a smallish firm, why's that then?

Susie Hamilton, Public Relations Manager: Core has always been fairly proactive as far as marketing its games through the consumer specialist press and retail outlets is concerned. The fact that Core Design is a smallish firm is totally irrelevant in marketing terms. We've never been a mass producer of software in terms of releases per year but the titles which we publish sell in high qualities and have an above average shelf life too. The average games buyer doesn't give a toss about brand loyalty these days. If he's getting a value for money (in terms of creativity and originality) from a product line, he'll keep buying.

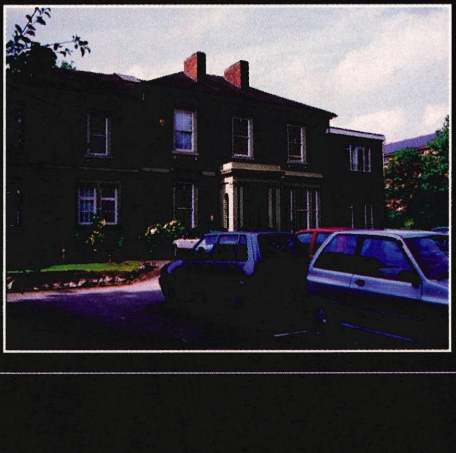
Play: What's the most you've ever spent taking journalists out to lunch?

Susie Hamilton: £1,750 for eight at The Atlantic Bar and Grill in Piccadilly Circus London.

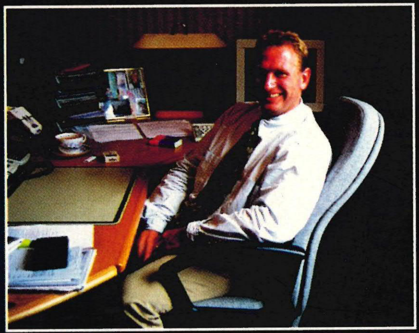
Play: (in shock) Wasn't Damian at that? Whoah. Core has been really pushing the club angle and producing specially crafted LPs. What was the thinking behind that, and what have been the benefits?

Susie Hamilton: I thought the style and quality of the music that our guys are producing in-house was as good as anything I've heard in the less mainstream clubs I've been to. So we produced some LPs and got a distribution deal with a company which distributes white labels and indie record company material to clubs throughout the UK. None of the stuff we did charted because we didn't make the LPs commercially available.

WORKING IN A GOLDMINE



[JEREMY SMITH]

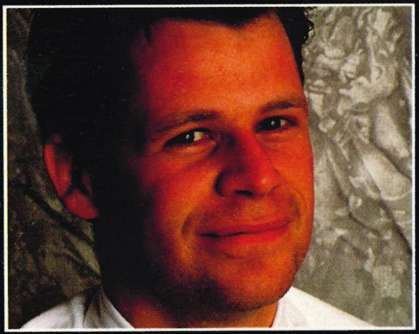


JEREMY SMITH, MANAGING DIRECTOR: "The one other commodity this industry needs other than highly talented people is money. Development budgets are going through the roof so it's incredibly difficult for smaller companies to survive on their own resources."

[SUSIE HAMILTON]

SUSIE HAMILTON, PUBLIC RELATIONS MANAGER: "The average games buyer doesn't give a toss about brand loyalty these days. If he's getting value for money (in terms of creativity and originality) from a product line, he'll keep buying."

[ADRIAN SMITH]



ADRIAN SMITH, OPERATIONS DIRECTOR: "There are currently too many titles with only a few that are of a really high standard. Not enough games are written specifically for the consoles – users are being fobbed off with conversions of PC games."

PLAY: How is development at Core structured?

Adrian Smith, operations director: As operations director, I am responsible for the overall development. We also have a couple of producers who oversee the development of several titles each – they report to me. The teams themselves consist of a developer for each format – PSX, Saturn and PC, a couple of artists and possibly one or two map editors. The test department plays through the latest versions of our titles on a regular basis so we get continuous feedback as to what aspects of each game are strong or weak.

PLAY: How many titles are you working on this year?

Adrian Smith: This year we are scheduled to have five titles out – *Thunderhawk II* and *Shellshock* are already available. *Blam*, *Swagman* and *Tomb Raider* will be available towards the end of the year and we have another pair lined up for early next year.

Play: Tell us something secret...

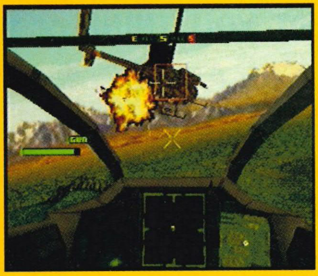
Adrian: We've started to work on the design to a sequel to an in-house game that's not out itself yet! Also, we have a game in development that nobody has ever seen!

PLAY: What's your impression of the quality of currently available PlayStation software?

Adrian: There are too many titles with only a few that are of a really high standard. Also, there aren't enough games written for the consoles – users are getting fobbed off with conversions from PC games.

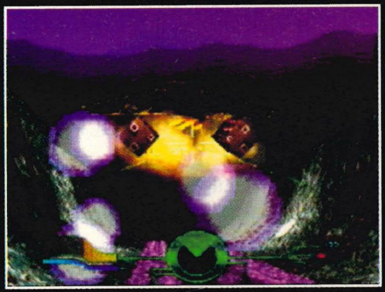
BEST KNOWN FOR...

THUNDERHAWK



Europe's best selling Mega-CD game ever, *Thunderhawk* made Core a bundle of money as well eventually spawning the firm's debut PlayStation offering, *Firestorm: Thunderhawk2*. It looked quite remarkable for a Mega-CD game, and the combination of helicopters and heavy firepower certainly helped.

IN DEVELOPMENT



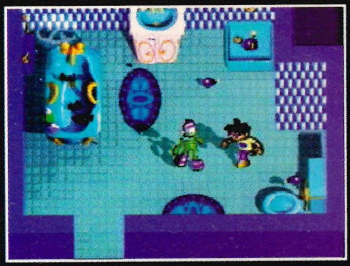
[BLAM: MACHINEHEAD]

DUE: SEPTEMBER

One of Core's greatest hopes, *Blam* is a 3-D shoot-'em-up/adventure with you playing Dr Kimberly Stride as she attempts to explore a virus infested machinescape world. The game features huge enemies (spiders, insects etc) and looks to be action packed. Review next issue.

[SWAGMAN]

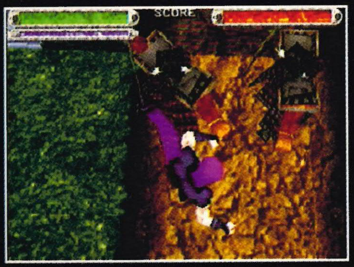
DUE: NOVEMBER



You play either Zak or his twin sister Hanna in this cutesy adventure game set in the world of dreams. The game takes place in two worlds simultaneously: the real one and dreamscape.

[NINJA]

DUE: SPRING '97



Expected at Spring '97, *Ninja* is a 3-D beat-'em-up adventure which is quite unlike anything yet seen. The game hopes to capture all the thrills 'n spills of *Tekken 2*, but add more in-depth gameplay.

SOFTOGRAPHY

CORE HI-LIGHTS THROUGHOUT THE YEARS.

1988 – Rick Dangerous (Amiga, on Firebird label)
1989 – Rick Dangerous II (Amiga, ST, PC)
1990 – Corporation (Amiga, ST, PC)
1991 – Chuck Rock (Amiga, ST)
1991/2 – Heimdall (Amiga, Atari ST, PC)
1992 – Jaguar XJ220 (Amiga)
1993 – Chuck Rock II (Amiga)
1993 – Thunderhawk (Mega CD)
1993 – Wonder Dog (Amiga)
1994 – Bubba 'n' Stix (Mega CD)
1994 – Soulstar (Mega CD)
1995 – Firestorm: Thunderhawk2 (PlayStation)
1996 – Shellshock (PlayStation)

WHAT NEXT?

After a solid but not outstanding start on PlayStation, Core could go through the stratosphere with *Tomb Raider*. It has quite simply left us gob smacked with its fluidity, depth and superb graphics. It's gonna be big, huge, gi-bloody-enormous, and don't forget where you heard it first. And with promising projects like *Swagman* and *Ninja* in the wings, the guys at Core should be able to add another few Ferraris to their car park. Not that we're jealous.

ARENA

VIEWS·QUESTIONS·CRITICISMS·IDEAS

...AND THEY'RE OFF! ANOTHER MONTH OF READERS LETTERS GUARANTEED TO POSE THOUGHT-PROVOKING QUESTIONS, GET YER GOAT UP, OR PROVIDE PROOF THAT SOMEONE OUT THERE HOLDS THE SAME OPINIONS ON *ACTUA SOCCER* AS YOU. GET YOUR LETTERS IN NOW, AND ALSO TELL US WHAT YOU THINK OF THE £100 PLAYSTATION PRICE DROP. SEND YOUR DAZZLING PROSE TO: ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH BH1 2JS. OR E-MAIL US AT PLAY@PARAGON.CO.UK.

DEAR PLAY,

I have just bought a PlayStation and I rate it as the best machine I have used. Can you answer a few questions?

1. Can you tell me if Domark are going into the PlayStation with their almighty *Championship Manager* range, as I'm still waiting for a management sim.
2. What is the best platform game for the PlayStation?
3. Have you any cheats for the *Need for Speed*?

Graig Woolham, London

1. Sadly no news as yet. It seems that all developers are scared to test the water with a footy management game because they feel the only games that sell are beat-'em-ups and racing games. We've had well over a hundred people asking about *CM 2* but Eidos Interactive (formerly Domark) still has no plans.
2. At the moment, it's probably *Rayman* or *Jumping Flash 2*. But wait for a glut of the things in the autumn.
3. Yes, they were in the last two issues and you missed them.

DEAR PLAY,

My friends and myself are very interested in buying a PlayStation each. We would like more strategy games to be brought out, especially football management games like *Championship Manager 2* (by Domark).

Mr L Hollman, Brighton.

More strategy games will become available as more people buy PlayStations. *Command & Conquer*, *Shadow of the Horned Rat*, *Suikoden* and *Beyond the Beyond* are all strategy games, but as mentioned above, *CM2* is out of the question at the moment.

DEAR PLAY,

It's interesting you feel the 3DO only had one great game to offer in its brief life span (Arena June '96, reply to Jon Sykes). I can think of at least half a dozen classics (most of which have been ported to the PlayStation), indeed your highest rated race sim, *The Need for Speed* has hardly changed during its conversion to the PSX. Of course the 3DO is struggling to keep up now, who would have thought that polygons would play such an important part in video games four years ago when the 3DO was being designed and *Street Fighter 2* was all the rage? But to belittle its contribution shows narrow-mindedness.

I've owned a PlayStation since its UK launch and have yet to come across a game that has left me as gob smacked as *FIFA* on the 3DO did 18 months ago.

Scott Colebourn, Middlewich

NFS – hardly changed from the 3DO version! Are you mad? Split-screen mode, link mode, more tracks, tyre marks on the road, it's faster – need I go on. Yes the 3DO version was first, but who cares when the PlayStation game is far superior? A "dozen classics", you obviously have a low definition of the term "classic," Scott because the only good games were *NFS* and *Space Hulk* – both bigger and better on PSX. All the rest were rubbish and anyone who says different is either called Trip Hawkins, or a complete arse! The 3DO has had its day, like the Atari VCS, Acorn Atom and Dragon 32 before it. Face facts, Scott, it's just a stylish and rather expensive black ashtray. You can't expect a £400 console to be mass market. End of story.

As for unexciting PlayStation games – try *F1* by Psygnosis if you want to see what a true next gen game is like!

DEAR PLAY CREW,

As I have sent in your readers survey I thought I would put pen to paper to tell you that your review of *The Need for Speed* was spot on. Most of the other mags just slagged it off saying it was old hat. Try completing it, as I did and it takes a damn sight longer than *Ridge Racer Revolution*, and when my mates come round, what games goes in the PSX? Not *RRR* that's for sure!

One more point to make is how hard it is to break into the software industry. I am 25 years old, owned my own software shop and have a good knowledge of all formats, yet I have sent countless CVs to a certain software company and I don't even get an interview. Please tell me some tips as I love the industry and want to work within it. Keep up the good work.

Chris Baker, Coulsdon

Getting a job in the software

industry is easy. Just design and program a multi-million selling game and publishers will be battering your door down with contracts. Alternatively, send your CV wrapped around a bottle of Jack Daniels – PR types are suckers for free booze.

DEAR PLAY,

I'm not going to waffle on and kiss your arse, all I want to say is that the football games for the PlayStation are all shite! Why have you given them your praise? *FIFA '96* was abysmal, you gave it 81%. *Striker '96* was also crap – you gave it 89%. Then *Actua Soccer* came on the scene, everyone hyped it up and you gave it 94%! I personally think it is worse than *Striker* – the keepers are as useful as no goalie at all. Then, things changed (or so I was led to believe) and when *Adidas Power Soccer* arrived you gave it 95%. So I went out and paid £45 for it. It took me a few hours to realise I had been ripped off again.

When are the makers of these games actually going to try and make a good football game that is realistic and not just flashy sprites and no playability.

Matthew Phillips, Wrexham.

PS I would like you to print this as I am sure many other football fans will agree.

All things to all men, Matthew. Our reviewers happened to like *Adidas Power Soccer* when it came in for review, hence the score. If you don't like arcade style football games then you'll obviously disagree, but we can't please everybody all of the time. Personally, I can't wait for the day when *Sensible World of Soccer* comes to PlayStation (will it ever?) because that's more my cup of tea. If you had been burnt so often in the past, why did you not try *Power Soccer* out in the shop first? If you buy a new car, you don't just waltz into the showroom, bang down your cash and drive it out. Not unless you're insane. No, you take it for a test drive, check that all the switches work and make sure you like the colour. It's the same with games. For my money, *Adidas* is the best soccer game on PSX at the moment, but that's not saying much.

LAP
2/5
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0'48"33
TRAFFIC
5
243
LAP
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55
7/8
0'05"24
Race Leader
TRAFFIC
4
160

[ABOVE] Ryan McInerney wants us to send him our copy of *Burning Road* – he wants it bad.

DEAR PLAY,

First of all congratulations on your mag and the new look (massive improvement). In fact I am considering subscribing. I was reading through your latest mag when I saw *Burning Road*, which I am unbelievably looking forward to, so I would like to ask you a question and a very large favour.

1. If *Burning Road* is 90% complete, how come it's not out until September?
2. Please can I borrow the CD of *Burning Road* (will pay)?

Ryan McInerney, Blackburn.

1. The game is almost finished, but then it has to go for approval by Sony, be allocated a slot to be produced (all Sony PlayStation games are made in a single factory), and then bug-tested strenuously. It all adds up to a bit of a wait.
2. No (obviously).

GREETINGS PLAY,

Many congrats on a great issue of PLAY (issue 8). The review of *Resident Evil* was superb. I was cacking my pants just reading it so God knows what I'll be like when I actually play it. Anyway, the reason I'm writing is because I'm in love. Who with? I hear you ask. Maybe Jo Guest (nice poster lads – schwing!), no it's not the lovely Jo. I am in love with your USA columnist Cat Bucannon. Wow, what a babe! I wouldn't mind linking up PlayStations with her. How about some more pictures or even a poster?

Well I had better stop dribbling now, I've still got 30 levels of *Magic Carpet* to do.

Robin Stead, Warley

SPAIN 2:0 ICELAND
REFEREE CAMERA
Play it
08:39
1

[ABOVE] Oh dear, it would seem that *Actua's* riddled with bugs, so says David McKenzie.

Sadly, Robin, Cat is 4,000 miles away and has a boyfriend the size of Bournemouth. And no, she wouldn't like to swap LA for Warley.

DEAR PLAY,

I have a Japanese PlayStation which I bought on import last summer and I'm having difficulties with it. The Japanese version delivers a full screen picture (on my SCART TV), which I'm very happy with, but with some of the games I play, ie *Rayman, Tekken*, and *Actua Soccer*, the picture is noticeably too wide for the TV. Is this because it's a Japanese console used with a UK television or is it a fault in the TV? Could please explain what the problem is and if there is anything I could do about it? Here are some other questions I hope you can answer.

1. Does the two player link-up work together with JAP and UK consoles (I don't think it will because of the speed difference but I'm not completely sure)?
2. Can I run American games on my JAP console?
3. What's the script with these gold disks and do they damage Jap or UK consoles?
4. Could you tell me the address and phone number of the cheapest mail order company you can recommend?

Thank you for your time. I would be very grateful if you could answer these questions.

Andy Iron, Lothian

SPAIN 2:0 ICELAND

The problem sounds like it's with your TV, but without seeing it I can't give a definite answer. More details please.

1. You can link up two different country coded PlayStations if you have two copies of the games that are from the same territory. As long as you have, say two PAL or two NTSC *Ridge Racers* for example, they will work. But bear in mind that if you are planning to run an import game on the most recent version of the PlayStation (if you bought if after Xmas) then it won't work.
2. Yes, but you will need to boot the machine from a Jap CD and then swap over the disks.
3. Gold disks are pre-production copies which are used for evaluation and bug-testing purposes. You should never see one, and if you do, don't touch it because it's probably been nicked, or it might be a pirate copy of a game. Steer well clear.
4. At the moment we only deal with the Video Game Centre (01202) 527314 on the magazine itself, and we don't promote other companies. Check out the ads throughout this issue of PLAY.

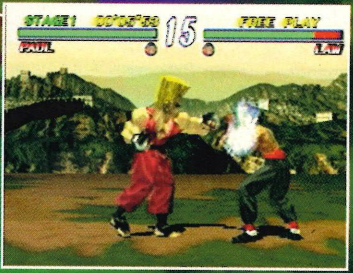
We reserve the right to edit your letters and regret we cannot reply personally. If you want us to print your e-mail address for further electronic discussion, please give specific permission at the end of your letter.

PLAY.back

チハオケチスヌウエ

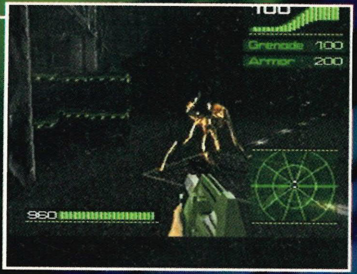
PLAYBACK IS DESIGNED AS AN AUTHORITITIVE BUYERS' GUIDE TO WHAT'S OUT AND WORTH HAVING. IF YOU SEE A GAME IN THE SHOPS AND IT'S NOT IN ONE OF OUR TOP TEN CATAGORIES THEN IT'S RUBBISH, TRIPE, OFFAL, PANTS, EXTRETIA. NOT SOMETHING YOU'D WANT TO SPEND £40 ON THAT'S FOR SURE. WE MUST STRESS THAT THE LISTS HERE HAVE NOT BEEN COMPILED SCIENTIFICALLY, THEY ARE SIMPLY WHAT WE FEEL ARE THE BEST GAMES AVAILABLE FOR THE PLAYSTATION AT THE TIME OF GOING TO PRINT, AND IF A GAME DOES WELL IN THIS ISSUE, IT WILL BE INSTANTLY ADDED TO PLAYBACK AND RATED AGAINST ITS COMPETITORS. WRITE TO US IF YOU DISAGREE WITH ANY OF OUR RANKINGS.

BEAT-'EM-UPS



GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1. Tekken 2	**Namco**	**Sony**	**May '96**	**95%**
2. Street Fighter Alpha	Capcom	Capcom/VIE	May '96	93%
3. Tekken	Namco	Sony	Nov '95	95%
4. Darkstalkers	capcom (japan)	Capcom/VIE	Aug '96	88%
5. MK3	Williams	Sony	Nov '95	93%
6. Rise Of The Robots 2	Mirage	Mirage	Mar '96	88%
7. Criticom	Vic Tokai	VIE	Feb '96	87%
8. Primal Rage	Probe	Warner Interactive	Feb '96	85%
9. New Jap Pro Wrestling	Tomy	Import	Dec '95	84%
10. Battle Arena Toshinden	Takara	Sony	Nov '95	76%

FIRST PERSON PERSPECTIVE SHOOT-'EM-UPS

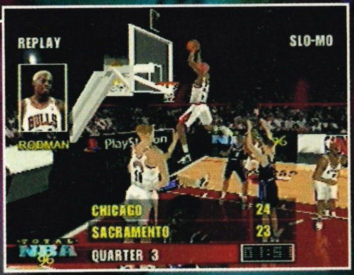


GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1. Alien Trilogy	**Probe**	**Acclaim**	**Easter '96**	**91%**
2. Doom	id Softwave	GT Interactive	Jan '96	93%
3. Magic Carpet	Krisalis/Bullfrog	Bullfrog/EA	Easter '96	90%
4. Tunnel B1	Neon	Ocean	Aug '96	87%
5. Descent	Interplay	Interplay	Easter '96	85%
6. PO'ed	Studio3Do	Warner Interactive	May '96	87%
7. Shellshock	Core Design	Core Design	Easter '96	85%
8. Krazy Ivan	Psygnosis	Psygnosis	Feb '96	90%
9. Assault Rigs	Wheelhaus	Psygnosis	Jan '96	81%
10. Lone Soldier	Tempest	Telstar	Dec '95	92%

ARCADE SHOOT-'EM-UPS

GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
1. Gunship	**MicroProse**	**MicroProse**	**Jun '96**	**90%**
2. Loaded	Gremlin Interactive	Gremlin Interactive	Nov '95	85%
3. Starfighter 3000	Krisalis	Telstar	Jun '96	85%
4. Return Fire	Silent Software	Warner Interactive	May '96	84%
5. Thunderhawk 2: Firestorm	Core Design	Core Design	Jan '96	85%
6. Williams Arcade Greatest Hits	Williams	GT Interactive	Jun '96	84%
7. Shock Wave Assault	EA	EA	Jan '96	87%
8. Top Gun	Spectrum Holobyte	MicroProse	Jul '96	76%
9. Air Combat	Namco	Sony	Dec '95	81%
10. Agile Warrior	Black Ops Ent.	VIE	Feb '96	79%

GAME	DEVELOPER	PUBLISHER	REVIEW DATE	REVIEW SCORE
SPORTS SIMS				
1. Total NBA '96	Sony	Sony	Mar '96	94%
2. Olympic Soccer	Silicon Dreams	US Gold	Jul '96	84%
3. Actua Golf	Gremlin	Gremlin	Aug '96	88%
4. Olympic Games	Silicon Dreams	US Gold	Jul '96	89%
5. Actua Soccer	Gremlin Interactive	Gremlin Interactive	Feb '96	94%
6. Konami Track & Field	Konami Japan	Konami	Jul '96	85%
7. Sampras Extreme	Codemasters	Codemasters	Jul '96	90%
8. Striker '96	Rage Software	Warner Interactive	Nov '95	89%
9. Big Hurt Baseball	Iguana Ent	Acclaim	Jul '96	81%
10. adidas Power Soccer	Psygnosis	Psygnosis	Easter '96	95%
STRATEGY/ADVENTURE GAMES				
1. Resident Evil	Capcom	VIE	Jun '96	95%
2. Fade to Black	Delphine	EA	Jul '96	90%
3. Space Hulk	Key Games	EA	Aug '96	84%
4. X:Com	MicroProse	MicroProse	Easter '96	82%
5. Theme Park	Krisalis/Bullfrog	Bullfrog/EA	Nov '95	86%
6. Wing Commander 3	Origin	EA	Easter '96	82%
7. Alone In The Dark	Infogrames	Infogrames	Feb '96	77%
8. Discworld	Perfect 10	Psygnosis	Nov '95	74%
9. Defcon 5	Millennium Interactive	Psygnosis	Jan '96	88%
10. D	Warp	Acclaim	Easter '96	69%
PUZZLE/PARTY GAMES				
1. Bust-A-Move 2	Taito	Acclaim	Jun '96	88%
2. Pro Pinball	Empire	Empire	Aug '96	90%
3. Worms	Team 17/Ocean	Team 17/Ocean	Nov '95	92%
4. Hebereke's Popitto	Sunsoft	Marubeni	Dec '95	43%
RACING GAMES				
1. The Need For Speed	EA	EA	Easter '96	94%
2. Ridge Racer Revolution	Namco	Sony	May '96	90%
3. Wipeout	Psygnosis	Psygnosis	Nov '95	94%
4. Ridge Racer	Namco	Sony	Nov '95	93%
5. Motor Toon GP2	Sony (Japan)	Sony	Aug '96	79%
6. Destruction Derby	Reflections	Psygnosis	Nov '95	86%
7. Hi-Octane	Bullfrog	Bullfrog/EA	Jan '96	80%
8. Twisted Metal	Sony	Sony	Dec '95	78%
9. Road Rash	EA	EA	Mar '96	75%
10. Cyberspeed	Mindscape France	Mindscape	Dec '95	65%
PLATFORMERS				
1. Jumping Flash 2	Sony	import	Jun '96	86%
2. Rayman	Ubisoft	UbiSoft	Nov '95	87%
3. Jumping Flash	Sony	Sony	Nov '95	87%
4. Johnny Bazookatone	Arc Development	US Gold	Feb '96	85%
5. Gex	Crystal Dynamics	BMG Interactive	Easter '96	76%
6. Herme Hopperhead	Sony	Import	Dec '95	53%
7. Cheesy	Ocean	Ocean	July '96	50%



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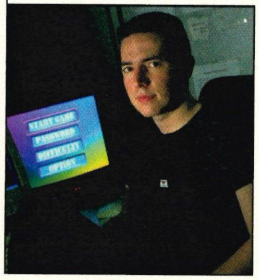
Adeline duo **Frederick Raynal** and **Olivier Lhermite**, creators of the forthcoming ***Time Commando*** and *Little Big Adventure 2* for the PlayStation will **gladly** eat English **beef**, prefer **videogames** to sex, and have a **definite idea** of what makes a great **action** game. **Play** cornered them for some **typically** French tiffin...

COFFEE & CROISSANTS

WITH OLIVIER LHERMITE & FREDERICK RAYNAL

PLAY INFORMATION

Name: Olivier Lhermite
Job Title: Lead Programmer/Technical Manager on Console
Company: Adeline Software
Fave Meal: Rumpsteak with bearnaise sauce
Fave Game: Civilisation
Projects done before: Little Big Adventure (PC).



PLAY: What makes a good game then?
OL: First of all, the game must be good for you, then you can hope that most other people will have the same impression.
FR: Nobody can truly say what makes a good game. If people like it when they play it, then it's a good game. But there is something I like to say: "A game is good when you can feel its soul."

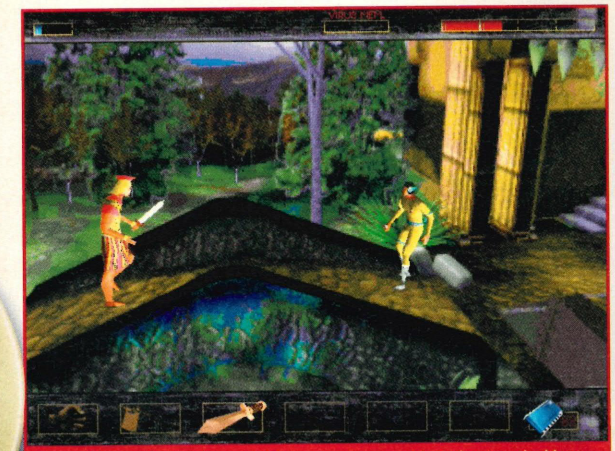
PLAY: "French" games such as *Alone In The Dark*/*Little Big Adventure* have a reputation for being different, more imaginative. Well?
FR: This question used to disappoint me. But now I think I get a part of the answer: French developers are often messy. Nowadays, a lot of games are pre-designed before development is started. I think that makes for cold games. At Adeline, we change the design while the technique progresses, keeping what's cool and forgetting what's dull.
OL: I don't think that we are really more imaginative than other people, but perhaps we don't worry about what types of game are selling well when we develop. We just think "What about doing this game?" And if it looks impossible, just do it! (Or try to do it!).

PLAY: What do you think of American/Japanese development, which simply seem to be variants on a successful formula? Is it down to financial considerations, or do you think just a lack of creative ability?
OL: No I think that American or Japanese people don't want to take too many risks! They see the games market like the cinema market, so if a style of game makes good sales, why take risks to do something really different? They are making games and money.

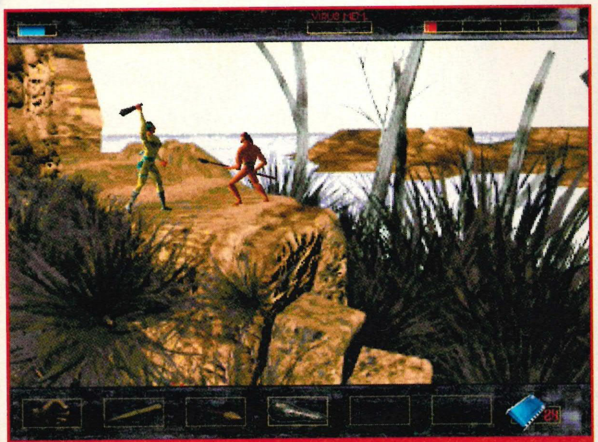
Many companies don't take risks by putting money in technical research, when a new technology (which make a lot of sales) appear they make many games using it, and then they are waiting for the next good technical idea (coming from another company) to make other type of games!
FR: Indeed, and this is why there is a place for Adeline in this world.

PLAY: PlayStation development is done parallel to PC work at Adeline, what benefits does this give over straight conversions?
OL: Many programmers on PC just take care about not taking more than 8Mb of memory! On PlayStation we only have 2 Mb of main memory! Doing PC work with PlayStation work at the same time forces us to get better.

For example we began the PlayStation development about two months after the PC. At this moment we decided to use a compacted type of structure and data, which didn't change anything on the game. Doing this we saved memory and CPU time. After one month the PC programmer decided to use our structure, then we began to have the same resources with the same compiler (for the data). And every time a technical problem appeared or new data game we were thinking together to put it in the game the best way possible considering



[Above] It's the Roman times and Stan comes across a Centurion armed with a short sword. Adeline's *Time Commando* is certainly shaping up to be an epic.

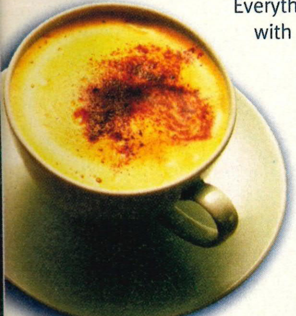


[Above] *Time Commando* on PlayStation. The camera pans out when you enter certain sections to heighten or relieve the tension. This is the prehistoric era.

capacities of both machines. It's the reason why we don't have problems of memory or speed! We are using many more colours than the PC game (*Time Commando*), while keeping a good resolution for the game (640x240).
FR: I thought it was a good idea. Now I'm convinced that it's better to do the conversion after the original. Of course we need to think a little bit from the beginning what changes will be needed in the conversion process.

Play: With Japanese firms like Capcom now working on similar games to your own, but gorier – what do you do next?
OL: Something different...
FR: At this point (things change every hours) we might do a mouse-controlled adventure game.

Play: Right, that's the serious stuff out of the way. Sony is trying to make the PlayStation cool, do the French think it chic?
OL: Yes, it's powerful and nice, most of French players must love it!
FR: Hardware's okay for developers, price's okay for gamers, and Sony now filters titles to avoid garbage. Everything seems to be there (but a new version with more RAM would be welcome).



Play: Do you eat rosbif, and if so, is it British?
OL: Yes I do eat rosbif, and I don't care if it is English or French. It's totally ridiculous, just think about the number of people killed on the road, they will have to forbid importation of vodkas, beers and whisky (and cigarettes)!

[Above] This is something the guys at Adeline knocked up in a lunch hour once.

FR: Yes I do. The future will tell if it was English or not (joke). In fact I don't mind the origin, I just hope that it's a safe one.

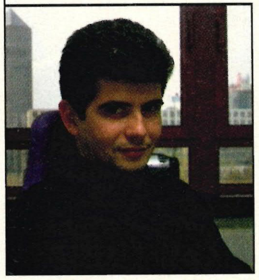
Play: Was that last question fair?
OL: No, if I answered I was afraid of eating British rosbif, most English people would hate me. And I will be afraid to come back to England, without thinking that 200 people wanted to kill me!
FR: I don't know. But it shows that you're more concerned about it than I am.

Play: List the following in order of importance – cash, cars, football video games, biere, vin, sex.
OL: Hmm, it's very hard... I will say sex, cash, biere, video games, vin, cars, football.
FR: Video games, sex, cash, biere, vin, cars, football.

Play: Stranded on a desert island time, only this one's got its own car testing circuit. Pick the most desirable combination to have of car, partner, drink, video game and games machine...
OL: I will take a BMW, with Kim Basinger, a bottle of vodka, and an Atari with *Rogue* and *Dungeon Master* (and of course *Civilisation*!).
FR: Go Kart, Bill Gates, Whisky, PC and an Assembler (to create games). If I can have just one game it could be *Duke Nukem* (with the editor).

PLAY INFORMATION

Name: Frederick Raynal
Job Title: Creative Boss
Company: Adeline Software
Fave Meal: "Prawn Cocktail"
Fave Game: Marble Madness (arcade)
Projects done before: PopCorn, Alone in the Dark, Little Big Adventure

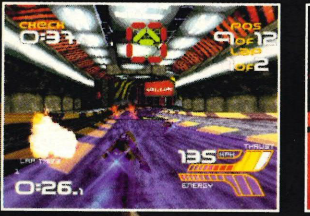


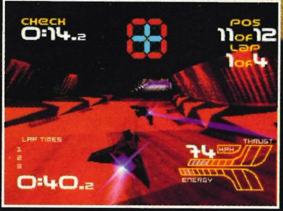
PLAYED OUT...

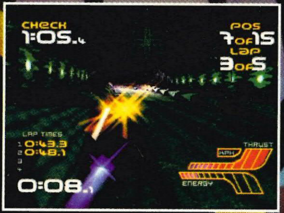
NEXT MONTH IN PLAY

WIPEOUT 2097

Even more hype, possibly even a review!







PROJECT OVERKILL

Full review of the shoot-'em-up that shocked a nation!

DIE HARD TRILOGY

Yippee kay-yay mud da farcus! The definitive review – at last!

PLUS!

X-Men, Bubble Bobble, Syndicate Wars, Dark Forces, Spider, Hard Boiled, MDK, Reloaded, Terra Nova, Beyond the Beyond, Epidemic, Suikoden, Accelerator, Command & Conquer, Grand Theft Auto, Micro Machines 3D, Andretti Racing '97, Aeon Flux, Disruptor, Robotron X, Road Rage and more exclusive news on Resident Evil 2 and much, much more...

PLAY ISSUE 11, ON SALE 15 AUGUST, DON'T MISS IT!

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PLAY

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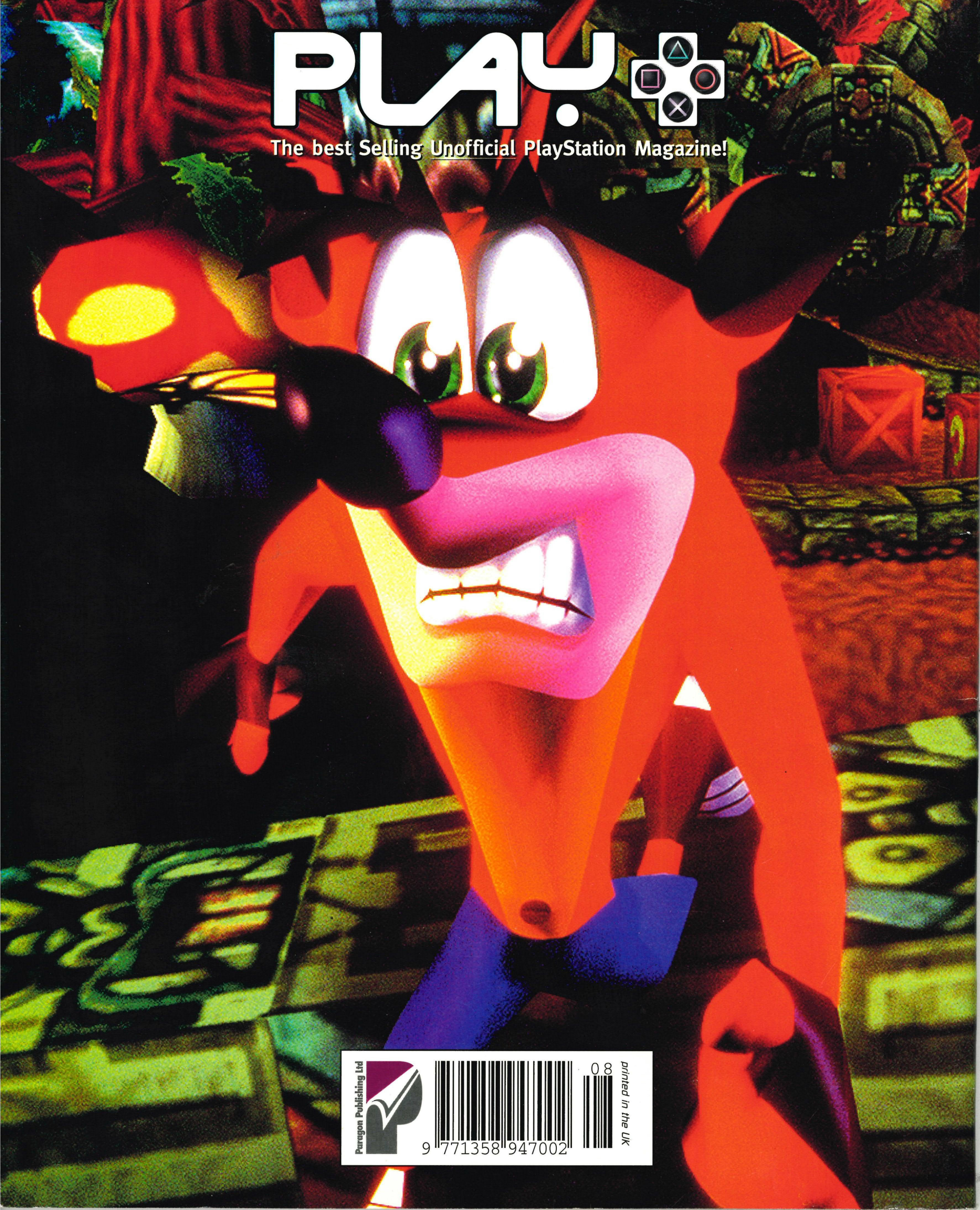

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